

LEGO

GHOST**BUSTERS**



BUILDING INSTRUCTIONS

WHO YOU GONNA CALL?

In the early 1980s an inspired film concept was born — unleash an ultimate supernatural power on the city of New York and call upon the best comedic talent in Hollywood to save the day. Then, throw in great special effects and a talented director. Next comes the blockbuster film that audiences have loved for thirty years *Ghostbusters!*



When strange paranormal incidents began occurring at Columbia University, the Paranormal Studies Department began to investigate. Despite their findings, Dr. Peter Venkman, Dr. Ray Stantz, and Dr. Egon Spengler lost their funding and were thrown out. They regrouped and formed a paranormal detection and elimination service called *Ghostbusters*. Ray purchased an old ambulance that was transformed into their ghost-busting vehicle, the *Ecto-1*. Their first assignment called on them to remove Slimer, a gluttonous apparition from the Sedgwick Hotel. After successfully completing the job, the team continued their work and their business grew, so they hired another team member, Winston Zeddemore.



All four of them were put to the ultimate test when they had to save New York from Zuul, a paranormal powerhouse. Just when their battle seemed lost, the Ghostbusters made a daring decision to cross the particle streams from their proton packs which resulted in a catastrophic explosion that incinerated the giant

Mr. Stay Puft Marshmallow man and destroyed Zuul. Luckily the team survived the blast and the Ghostbusters received praise for saving the city.



*"If there's a steady paycheck in it,
I'll believe anything you say."*



"Back off, man, I'm a scientist."



"Listen! Do you smell something?"

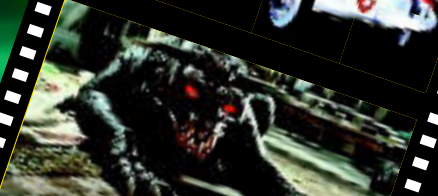


*"I collect spores, molds,
and fungus."*

MADE FOR GHOSTBUSTERS

The *Ecto-1* was a 1959 professional ambulance converted into the famous *Ecto-1* for the 1984 *Ghostbusters* film. The original design of the *Ecto-1* was an all-black vehicle with flashing purple and white strobe lights. The ghost-busting machine resembled a hearse instead of an ambulance. During production, the filmmakers realized the majority of the scenes took place at night so a dark car would be lost onscreen. For better visibility on the dark streets of New York, they decided the *Ectomobile* should be all white with red trim. The original script for *Ghostbusters* was more

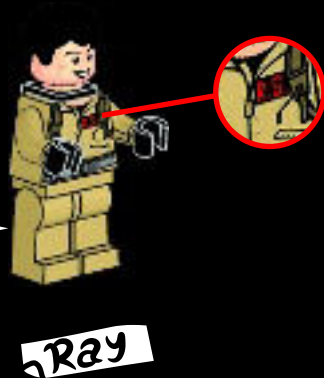
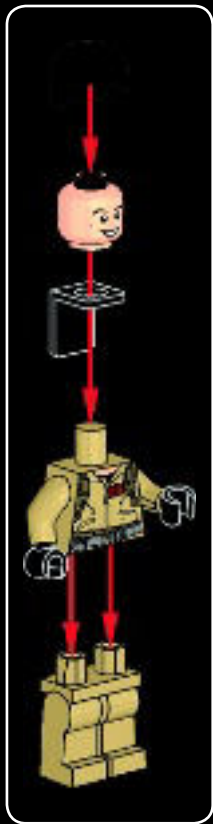
of a fantasy film set in the future so the *Ectomobile* could dematerialize among other things. When the film was set in reality, the fantasy functions of the car were eliminated, and the humor was derived from a team riding in a beat-up old ambulance that barely ran. Today, the *Ecto-1* remains one of the most iconic movie cars of all time.

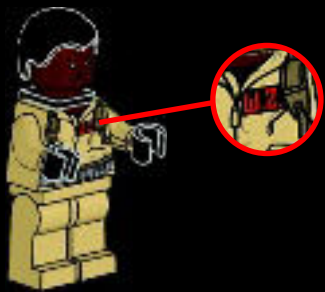




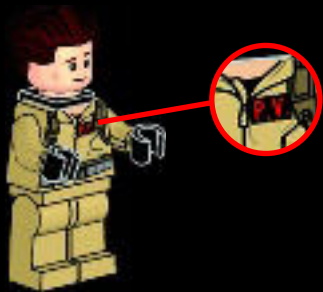
GH**OS**TBUSTERS.



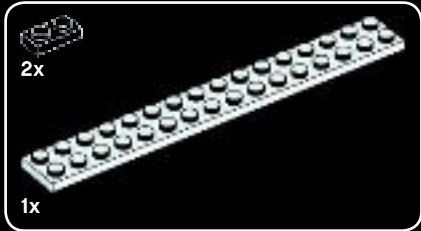




Winston



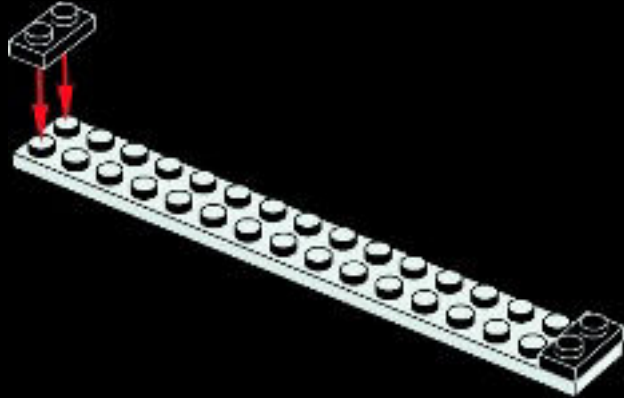
PETER



2x

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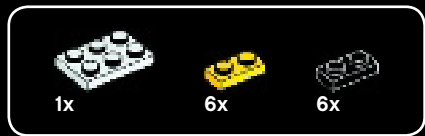
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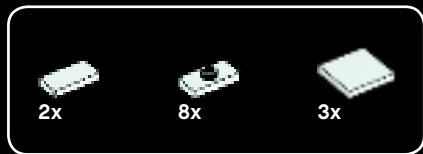
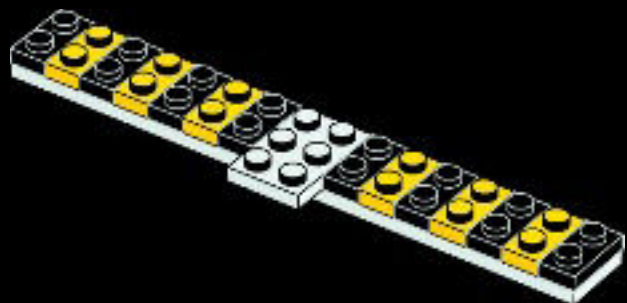
"Somebody blows their nose and you want to keep it?"

VENKMAN

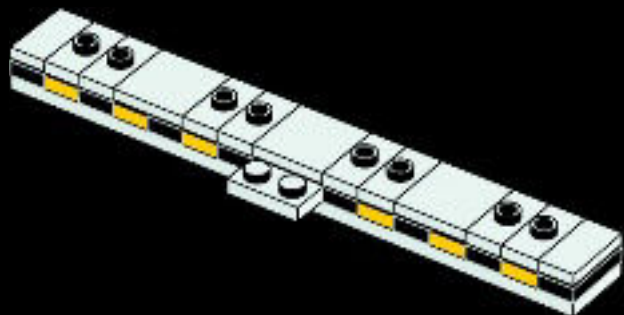




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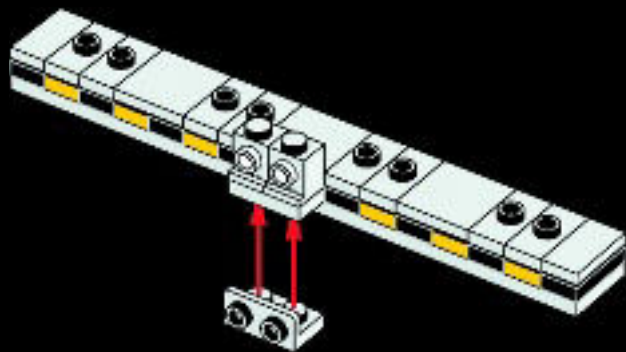


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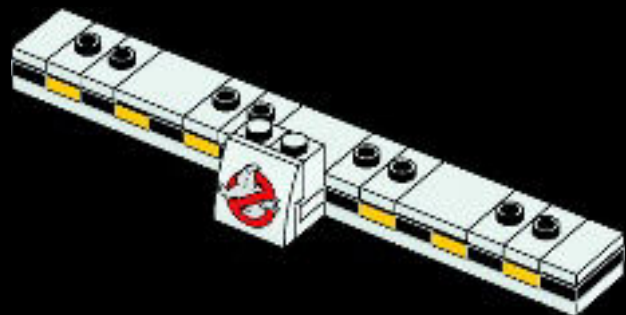
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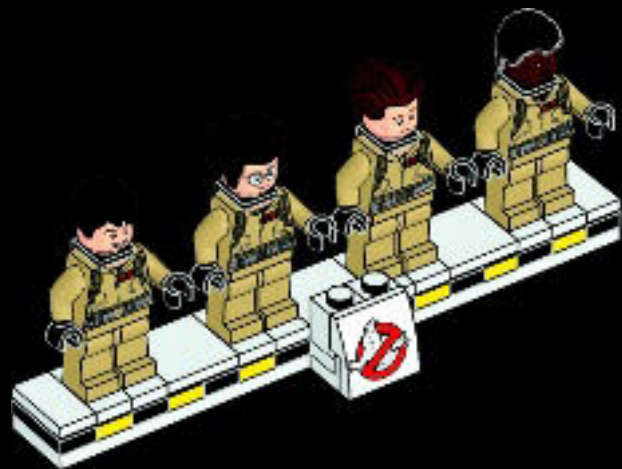


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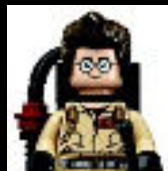
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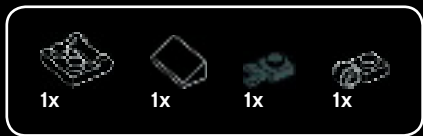
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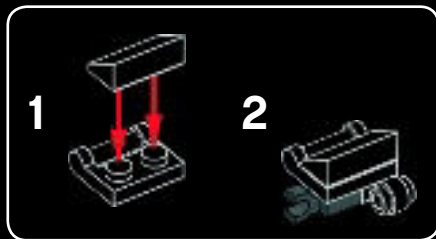
"I collect spores, molds, and fungus"

SPENGLER





3





1x

4



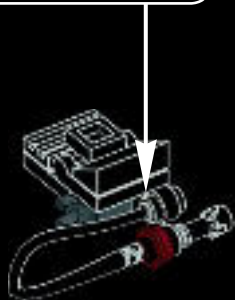
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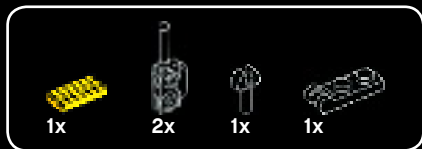
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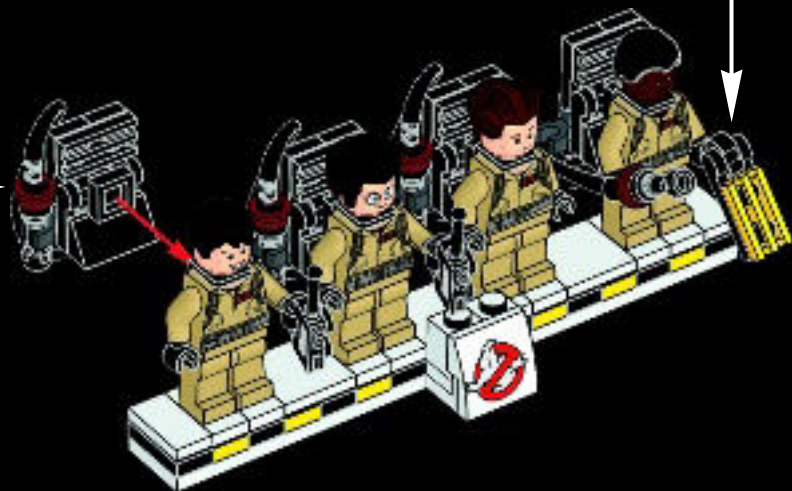
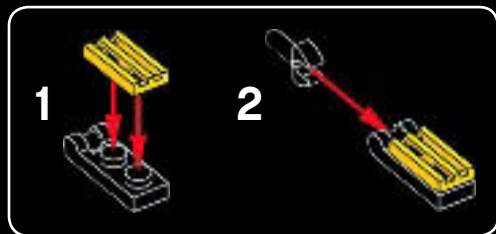
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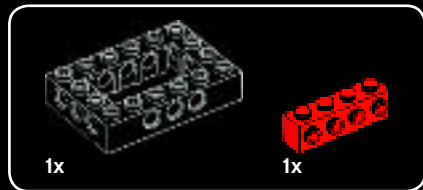
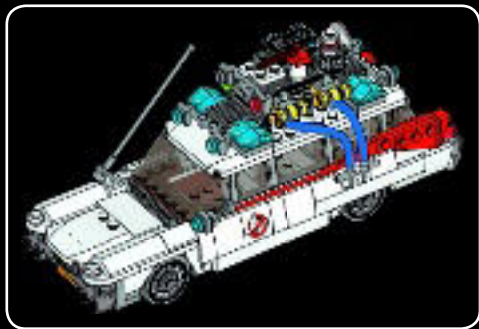


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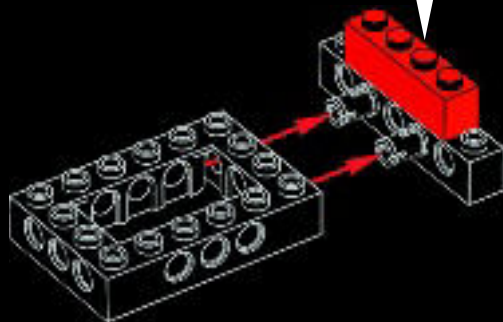


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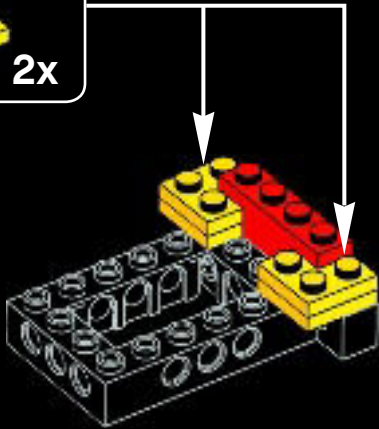


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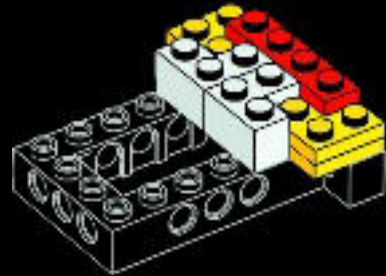
VENKMAN

"Twenty-four hours a day, seven days a week,
no job is too big, no fee is too big!"



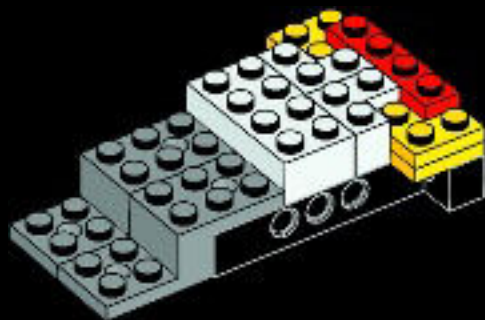
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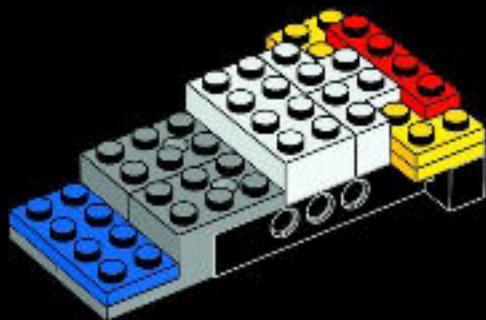


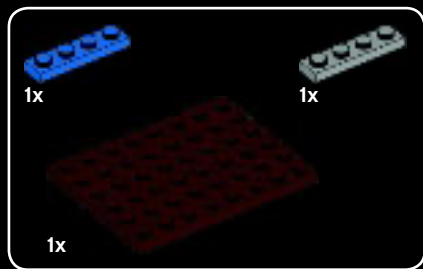


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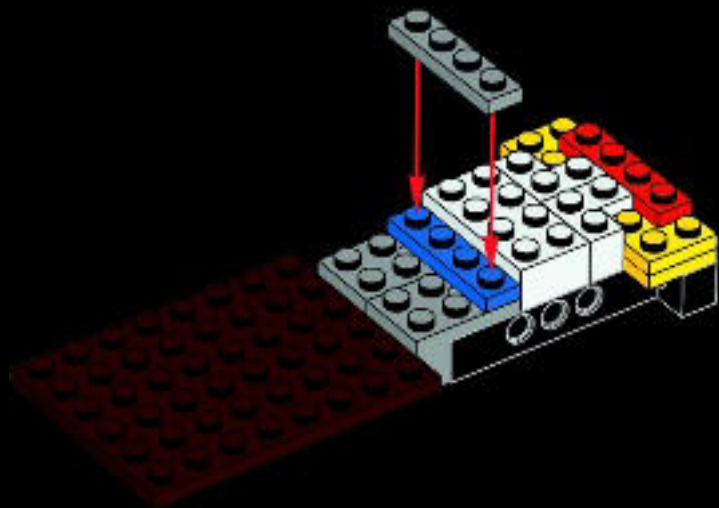


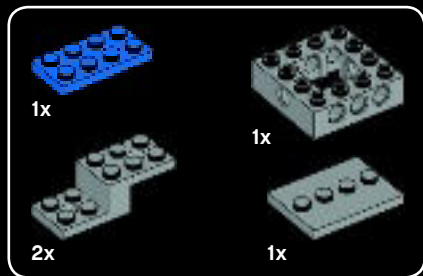
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7





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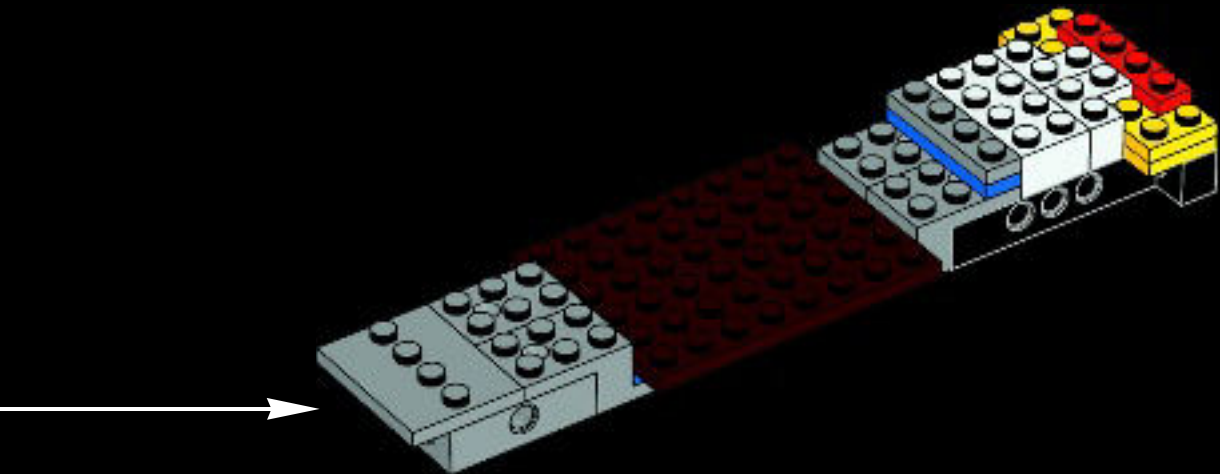


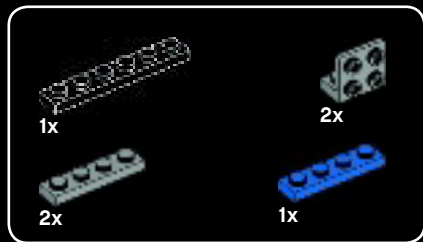
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STANTZ

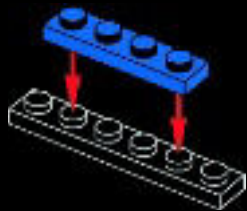
"Are you troubled by strange noises in the middle of the night?"



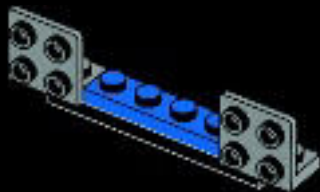


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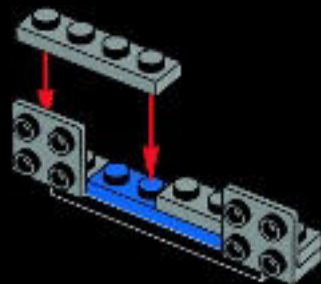
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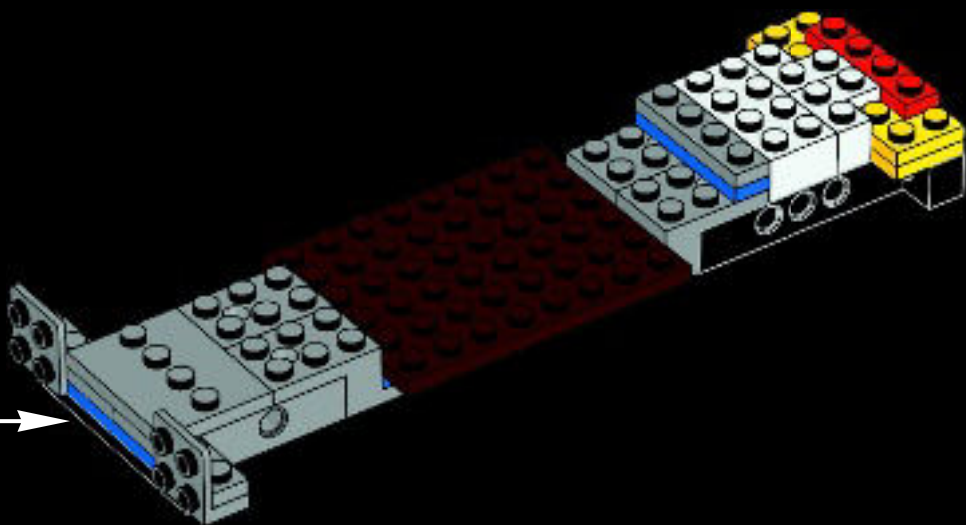


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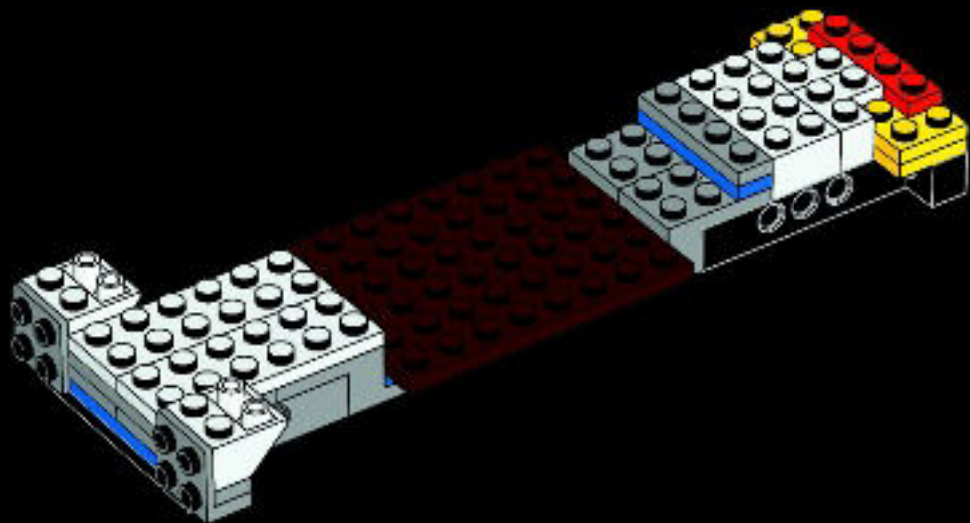


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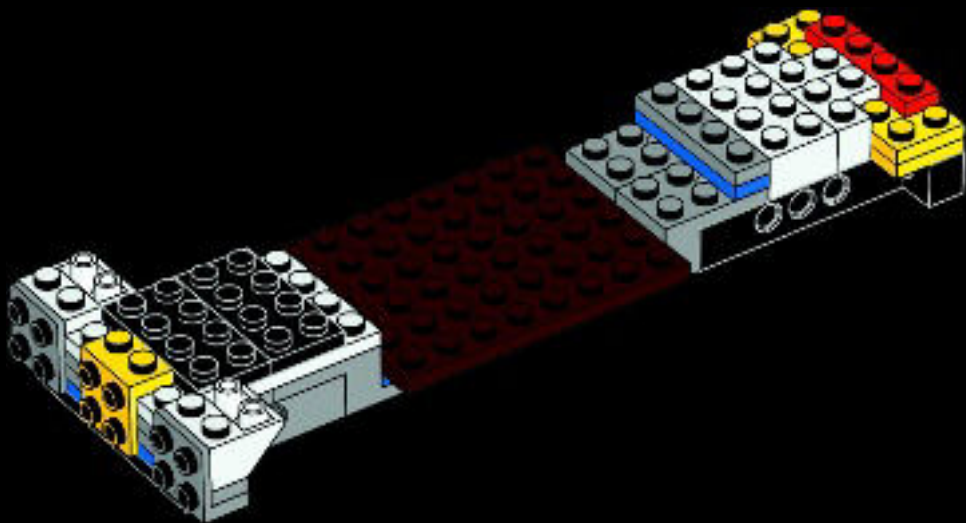


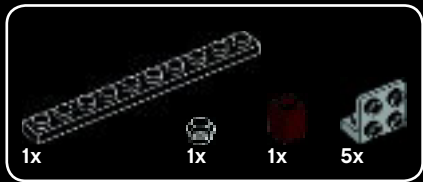
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11



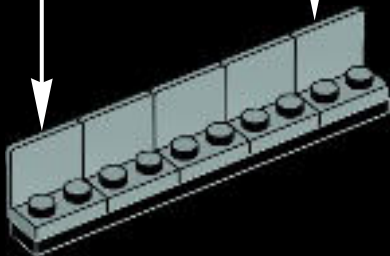


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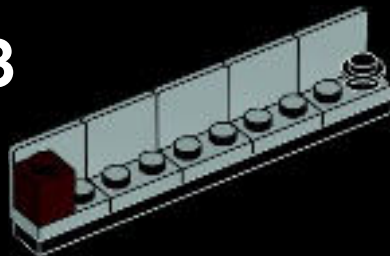
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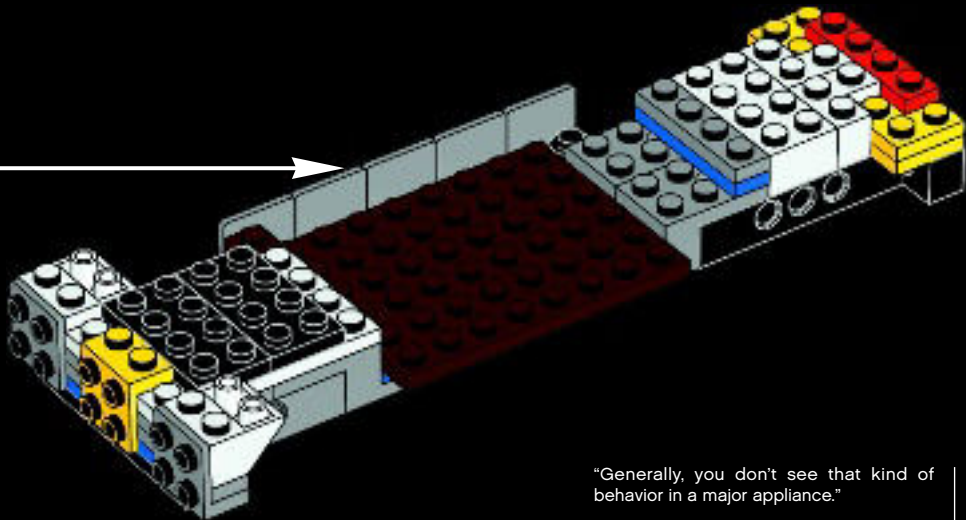


2



3





"Generally, you don't see that kind of behavior in a major appliance."

VENKMAN





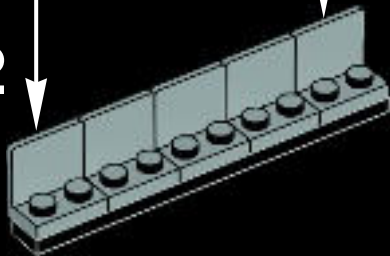
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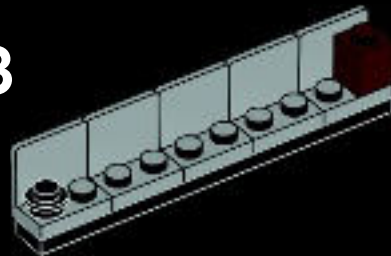
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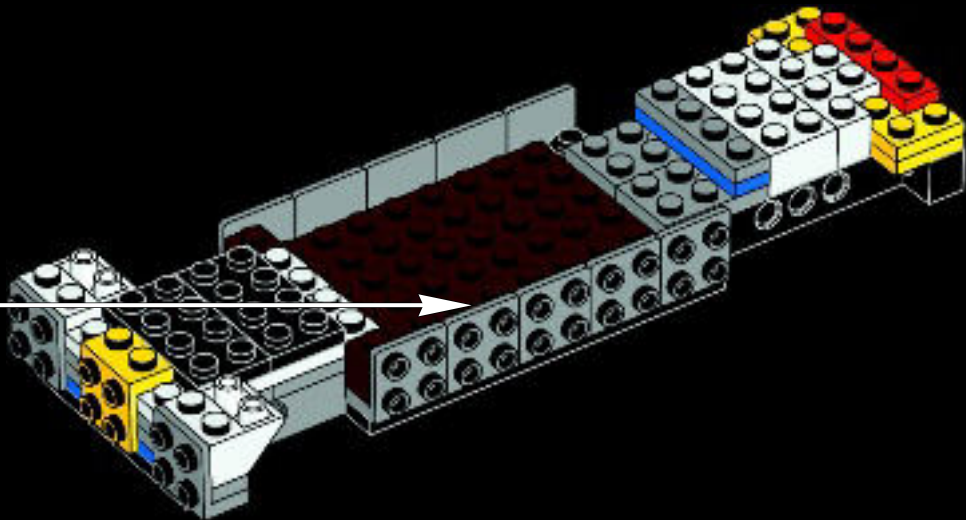


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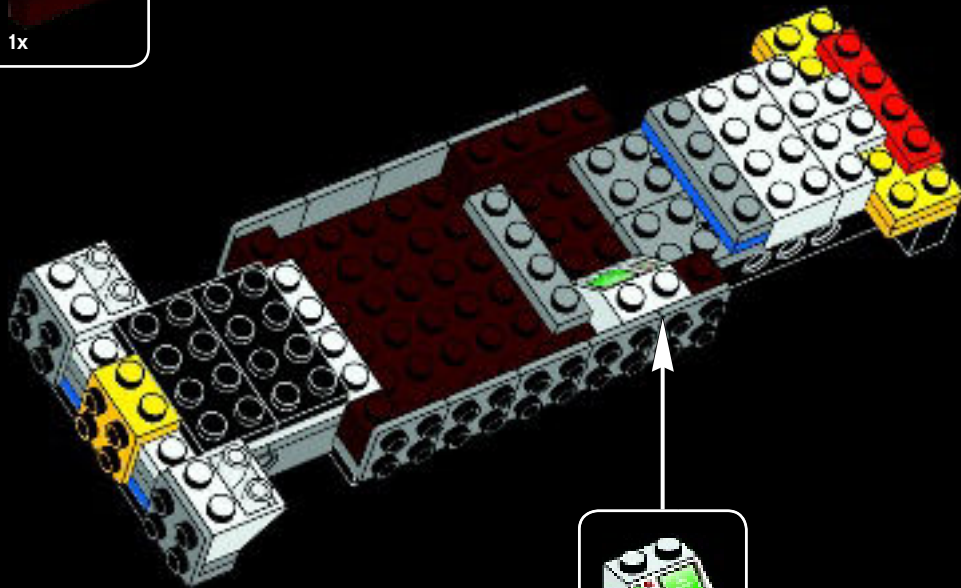
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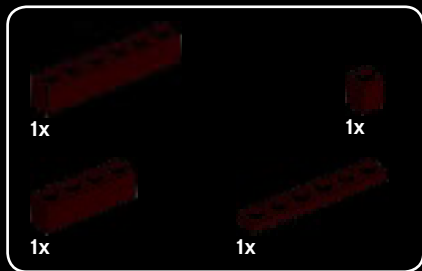




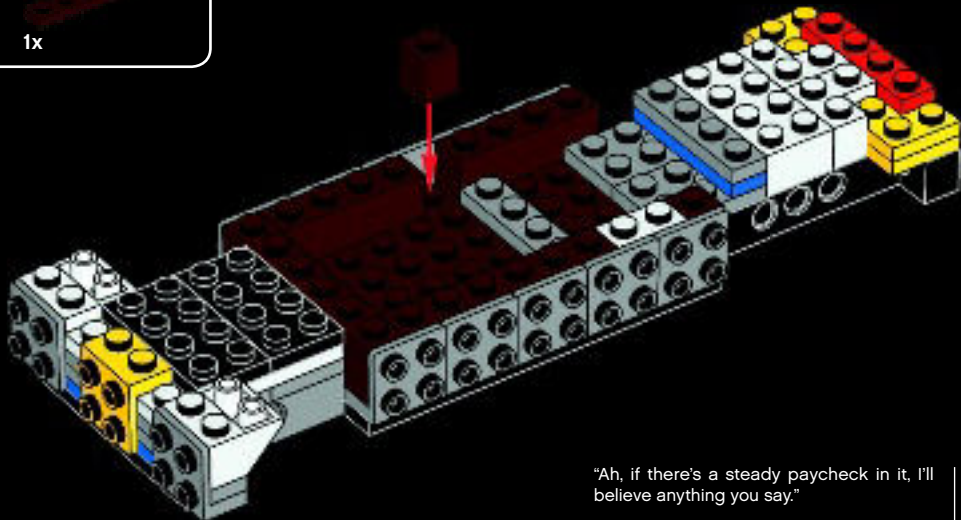


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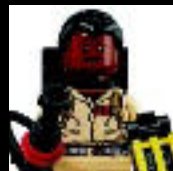


15



"Ah, if there's a steady paycheck in it, I'll believe anything you say."

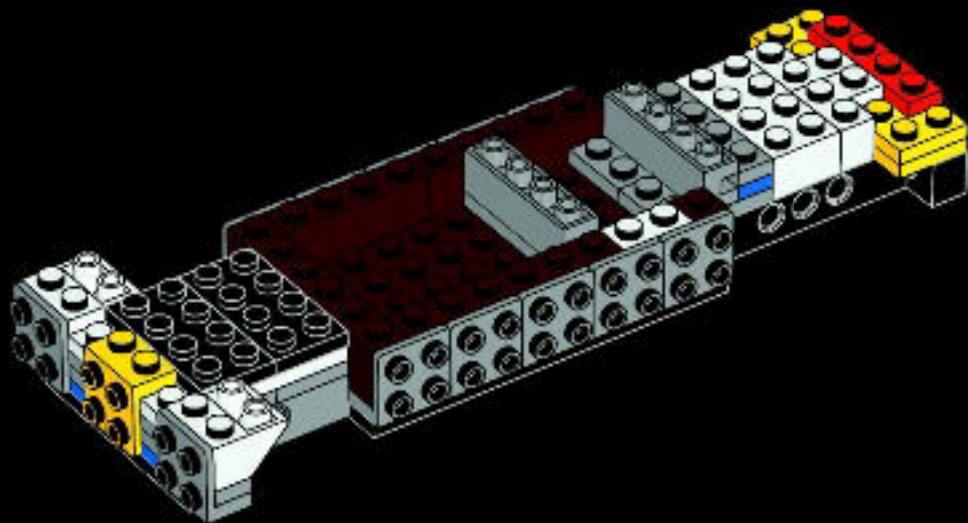
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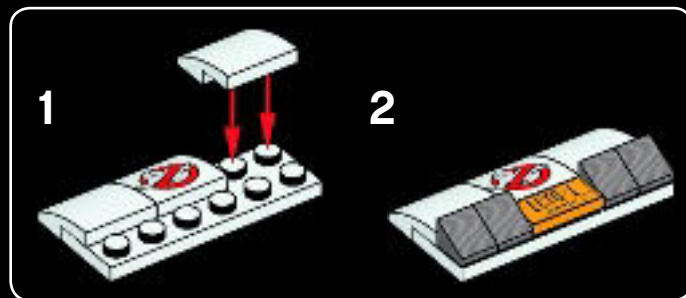
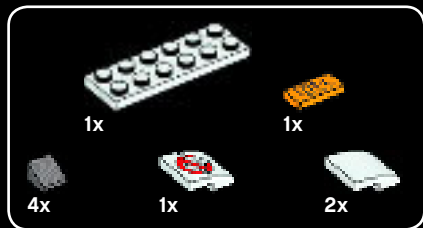




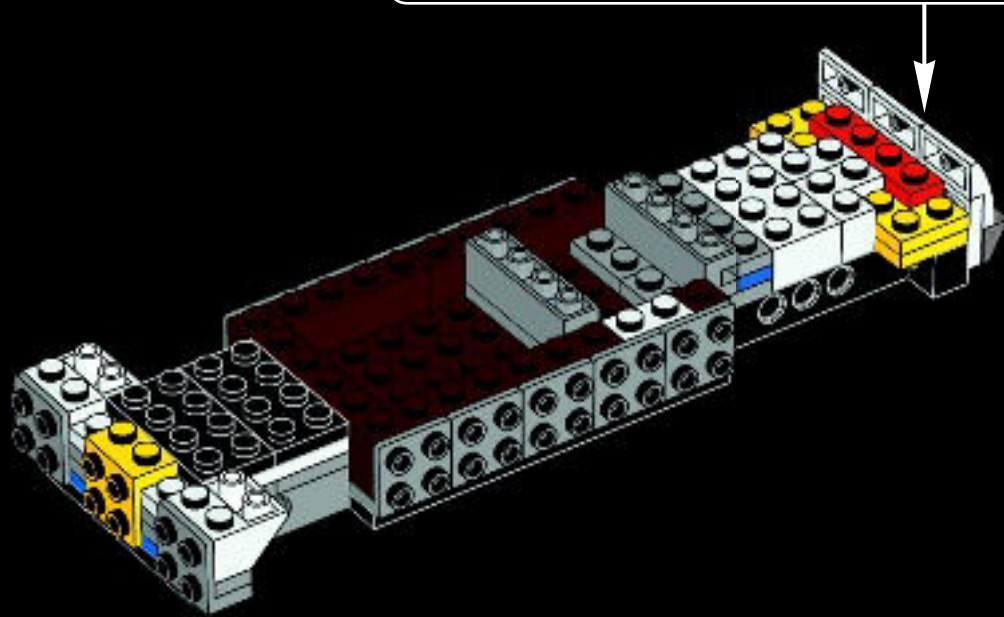
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16





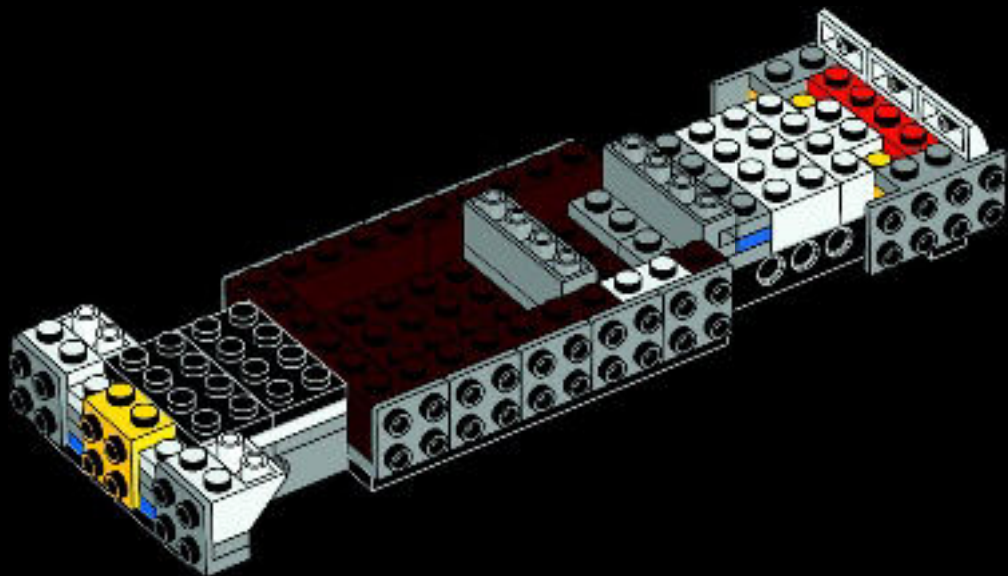
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2x

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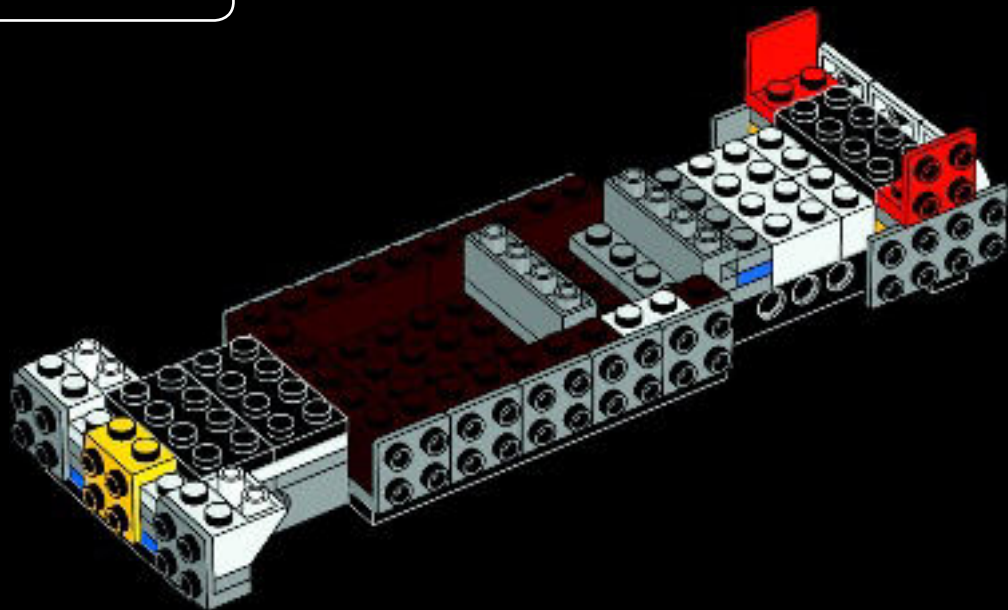


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2x

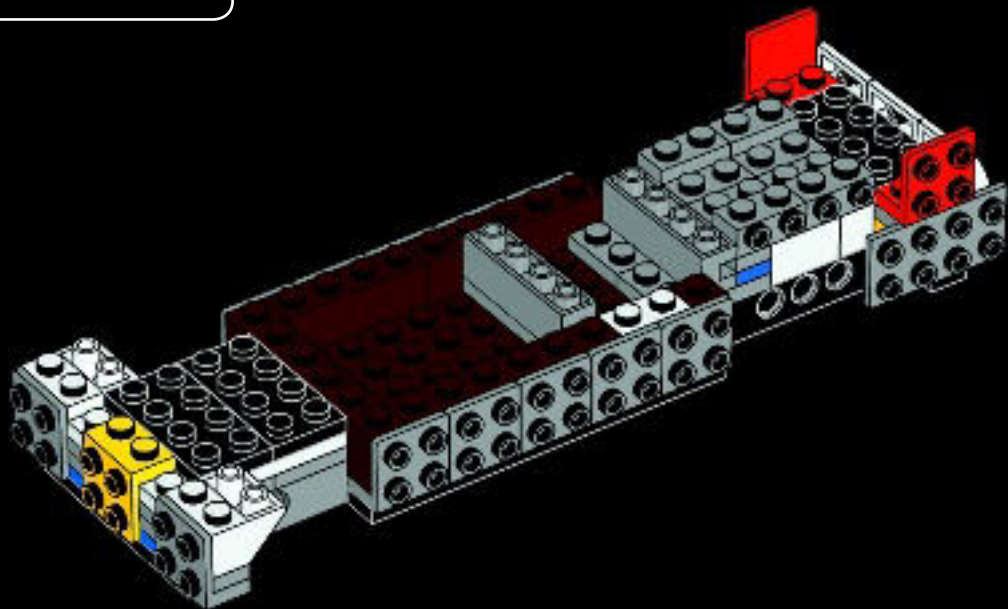
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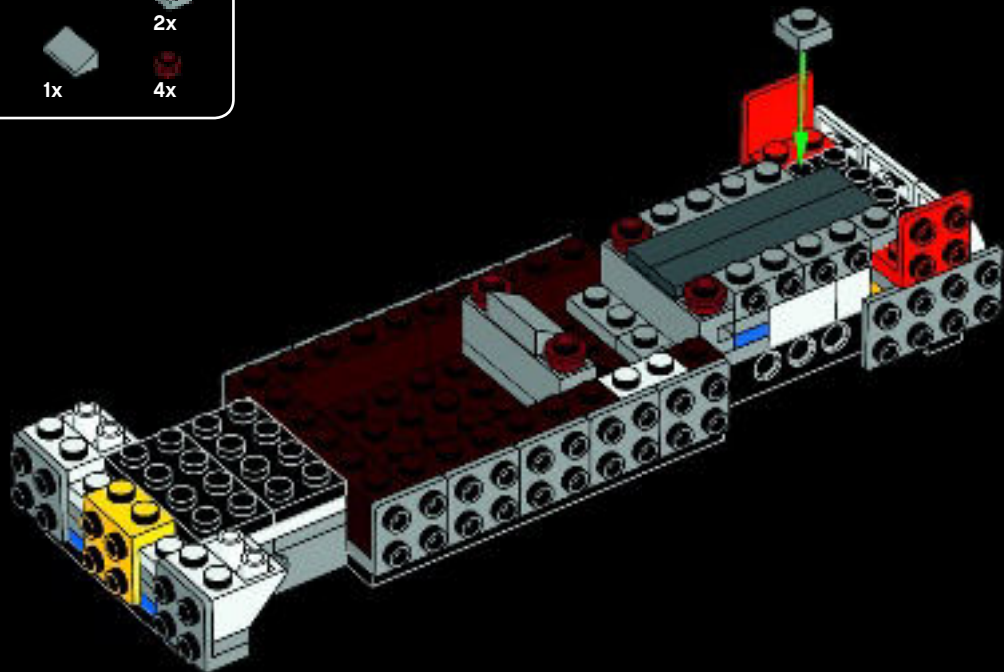
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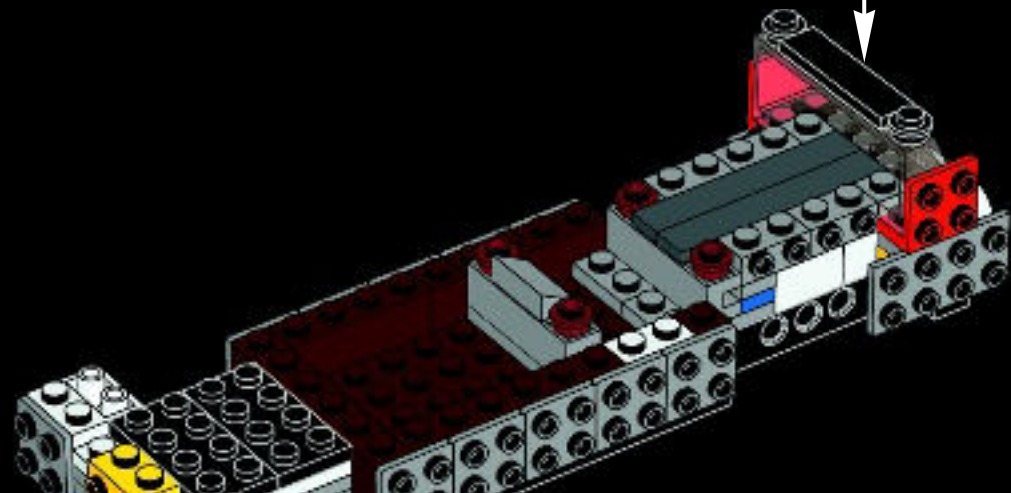
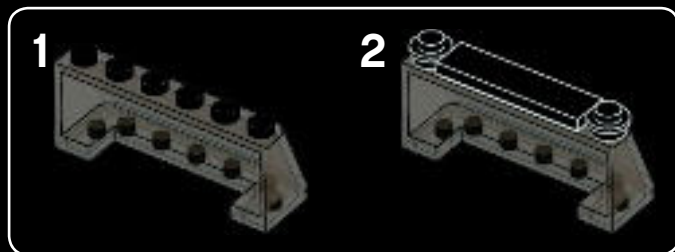


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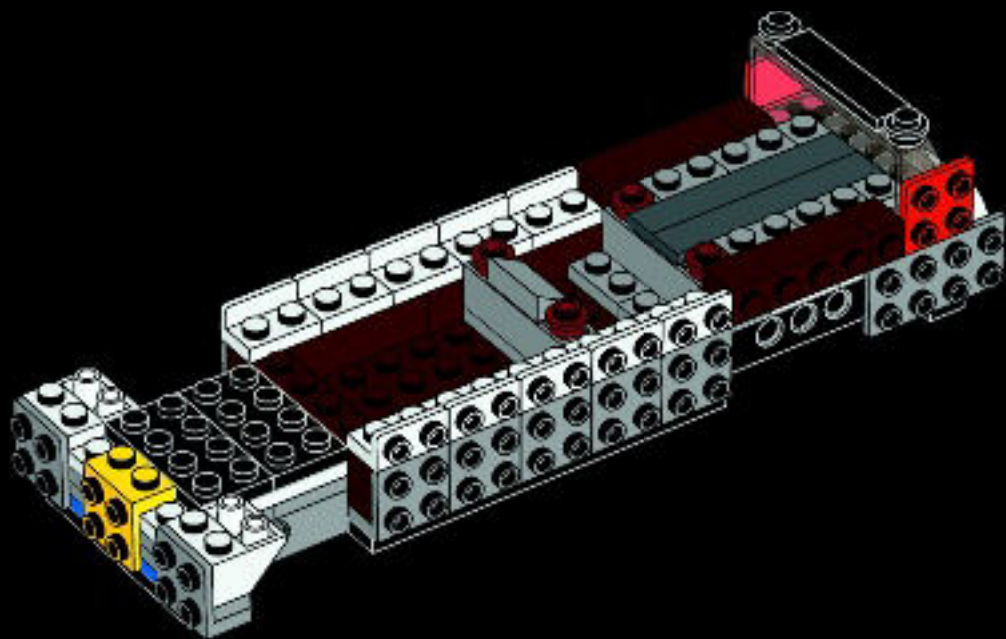
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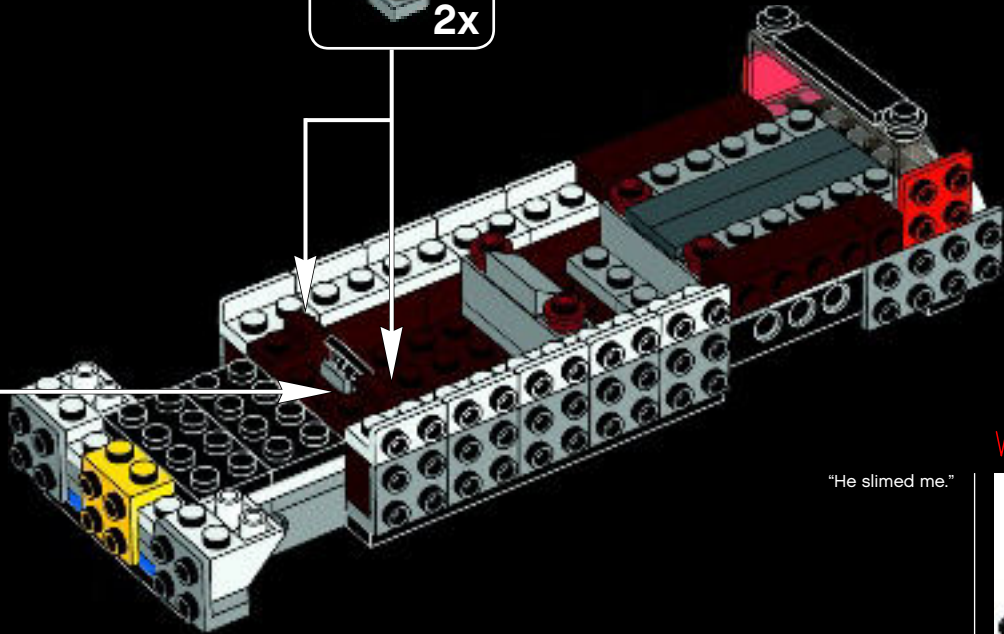
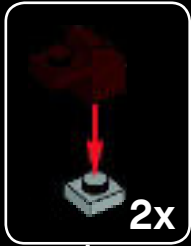
10x

24





25



VENKMAN

"He slimed me."



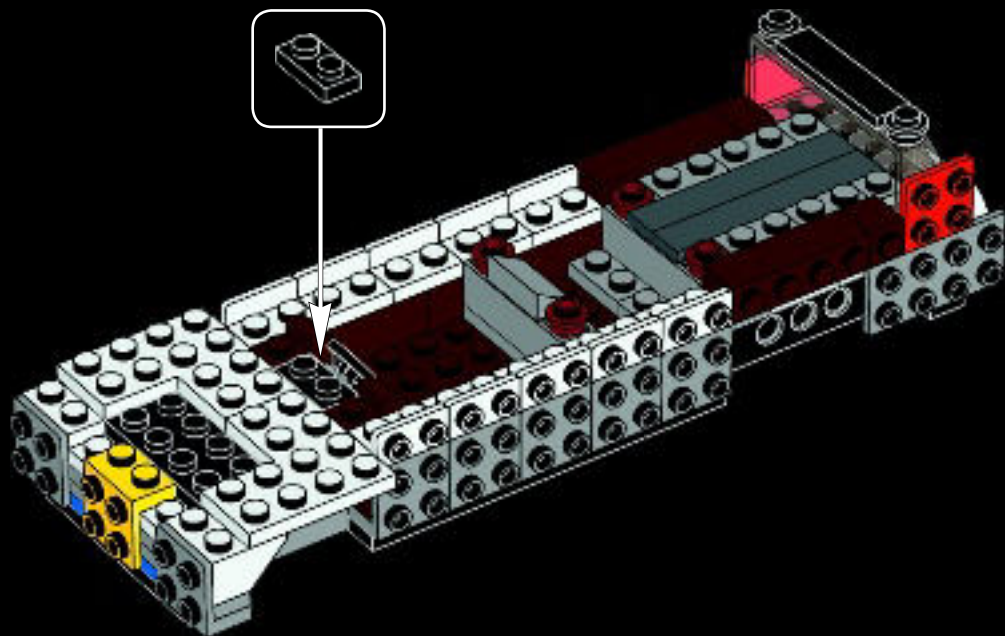


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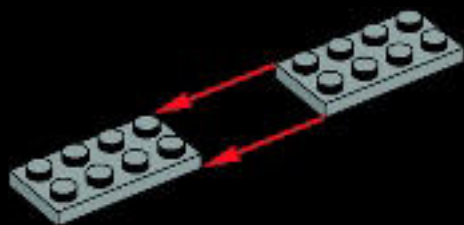
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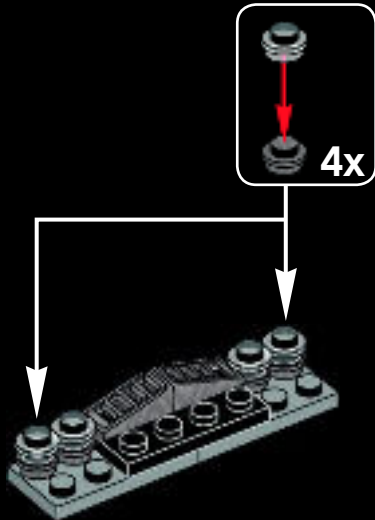
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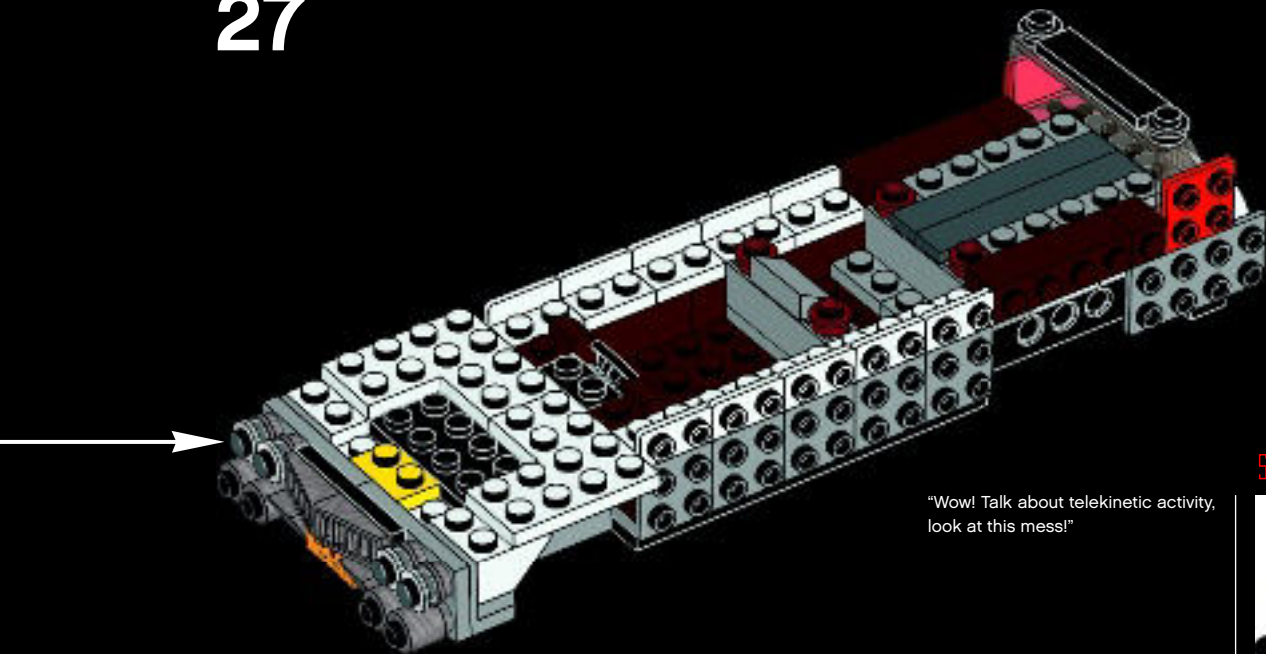
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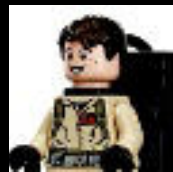


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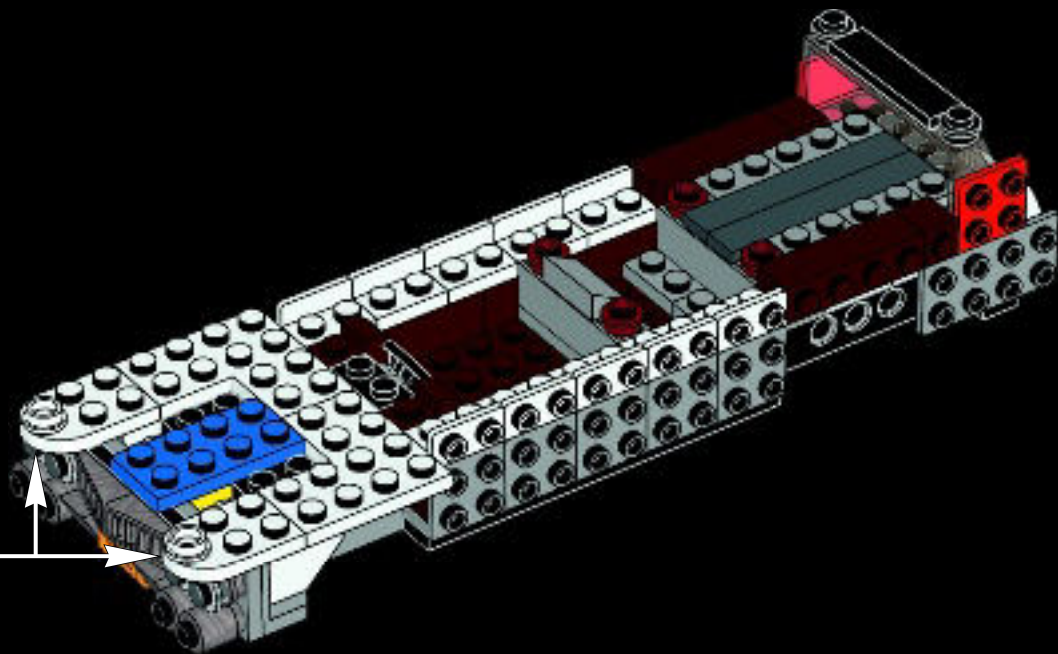
"Wow! Talk about telekinetic activity,
look at this mess!"

STANTZ



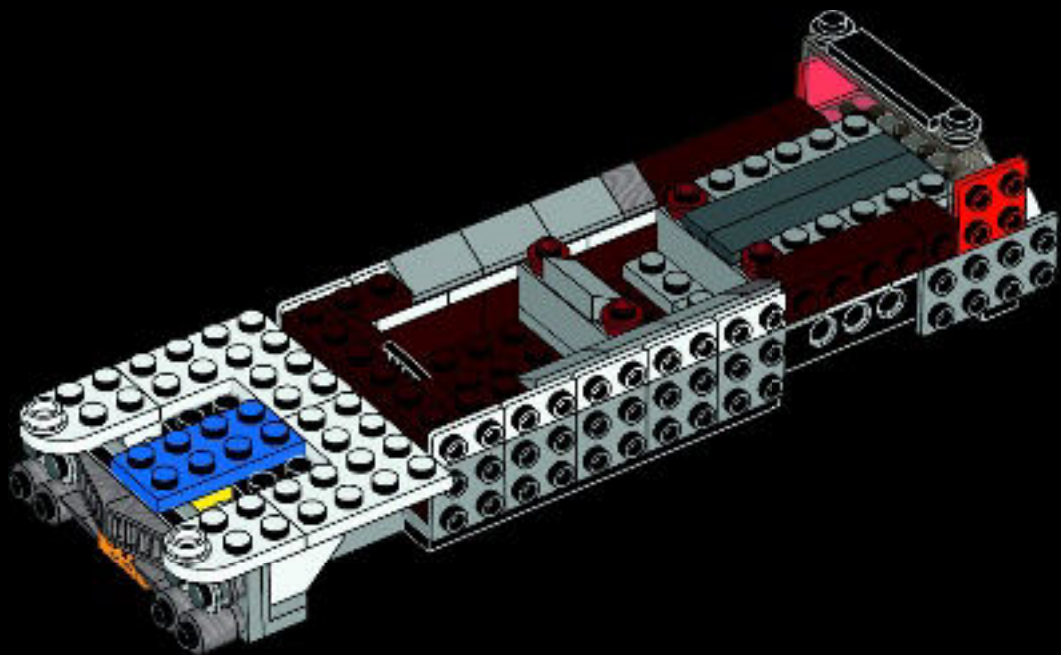


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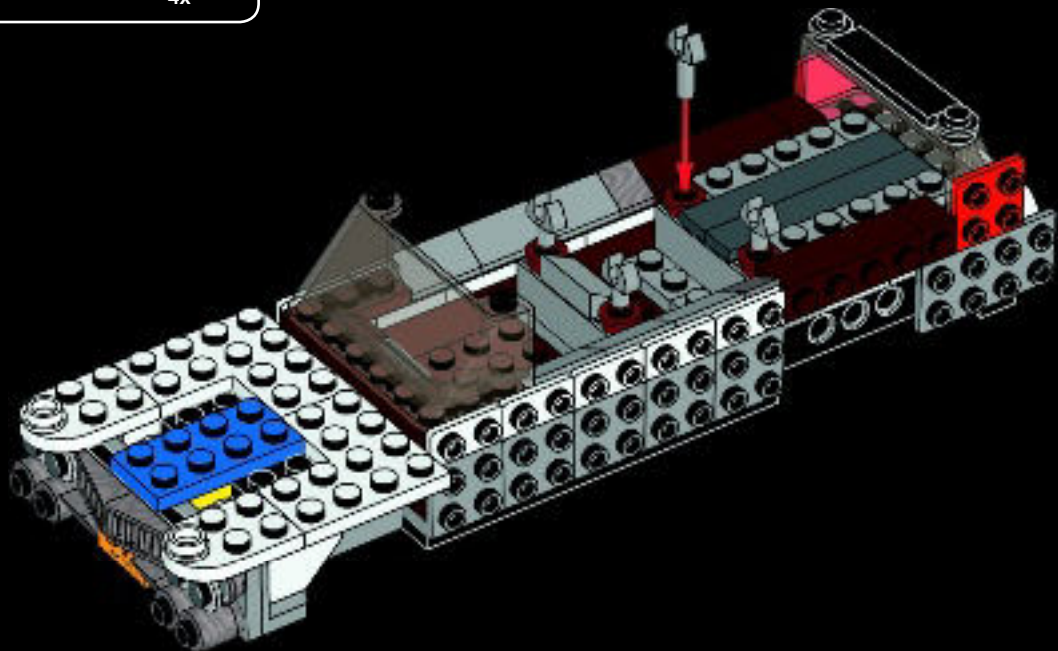


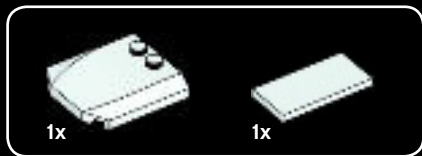
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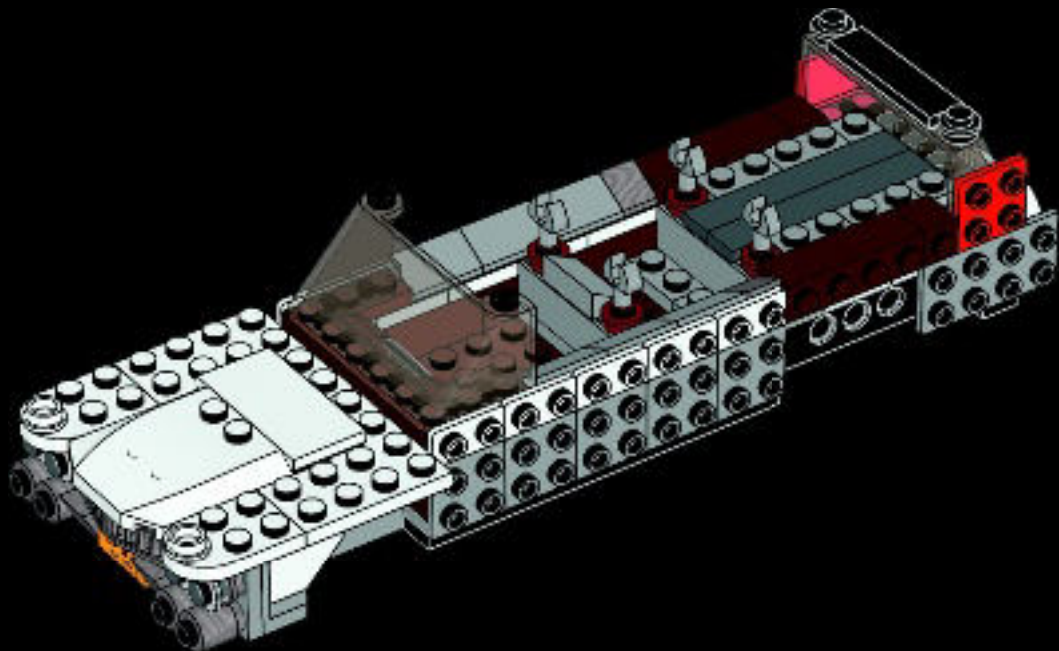


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31





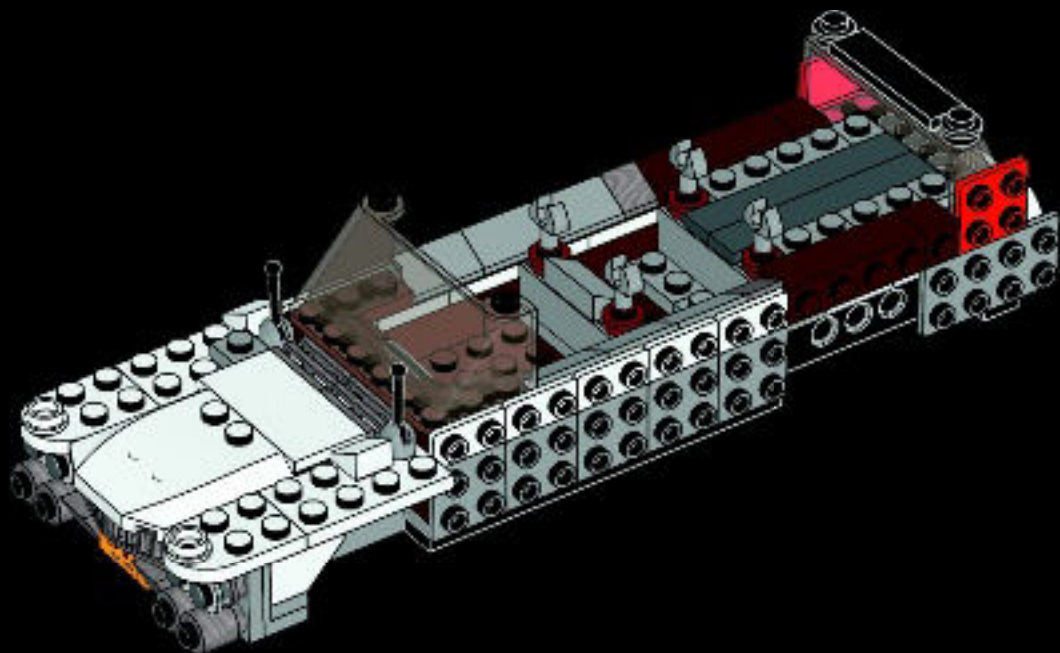
1x

2x

2x

2x

32



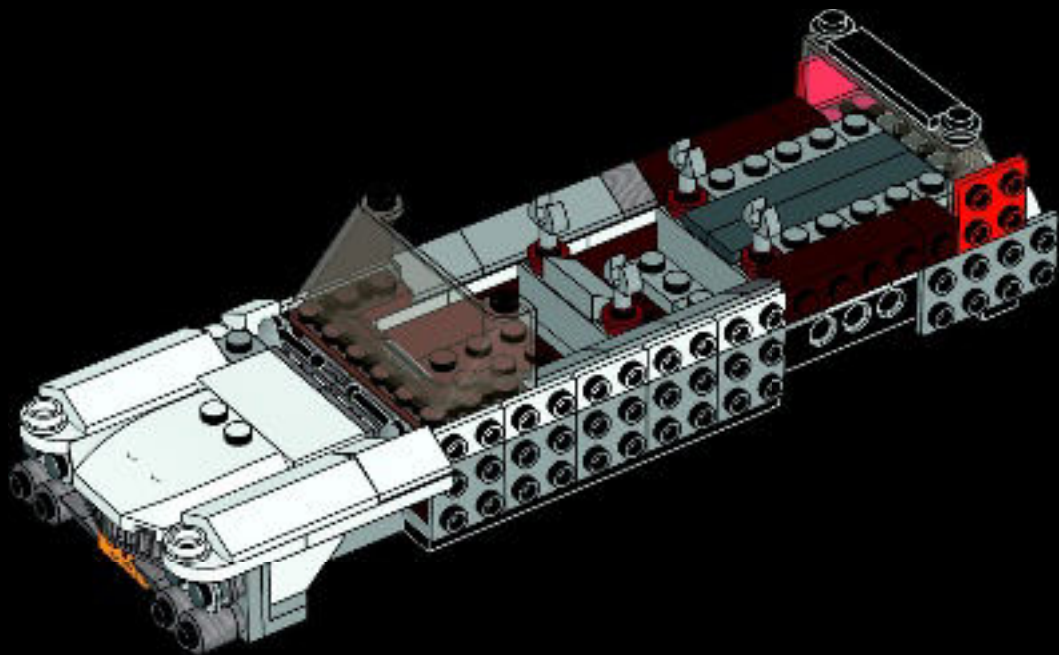


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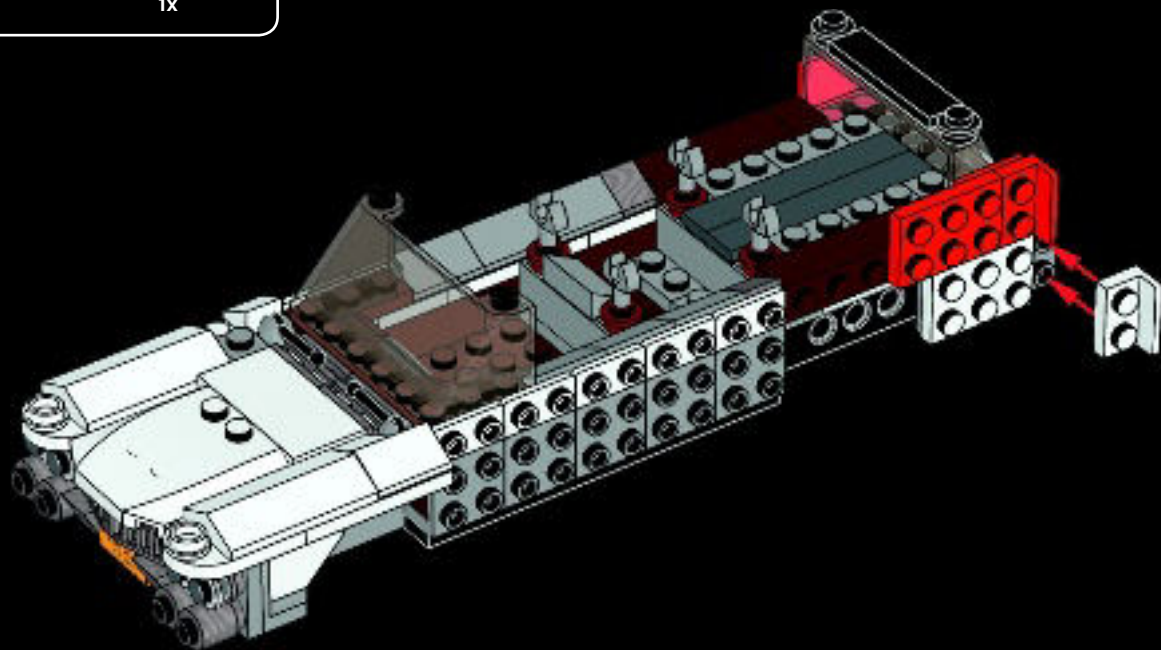
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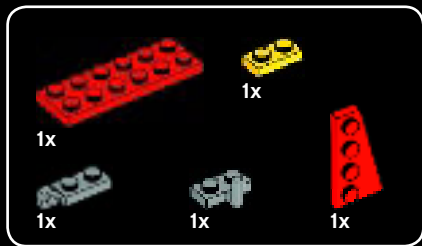
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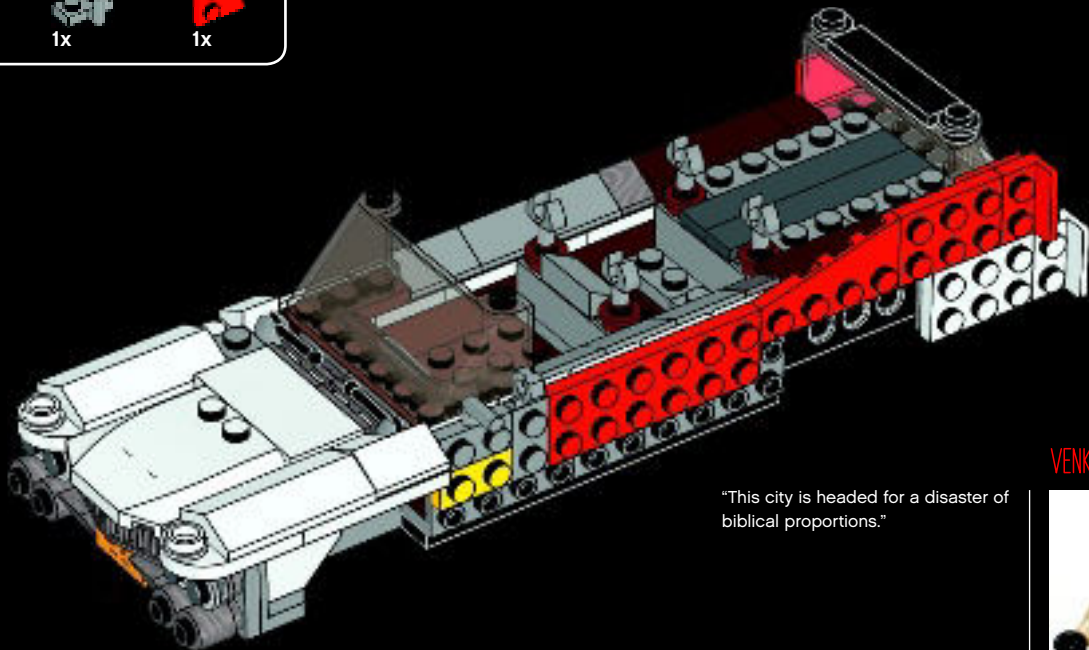


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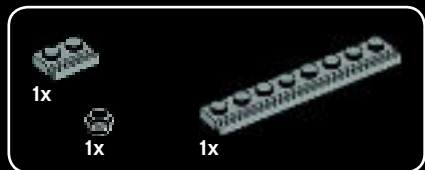
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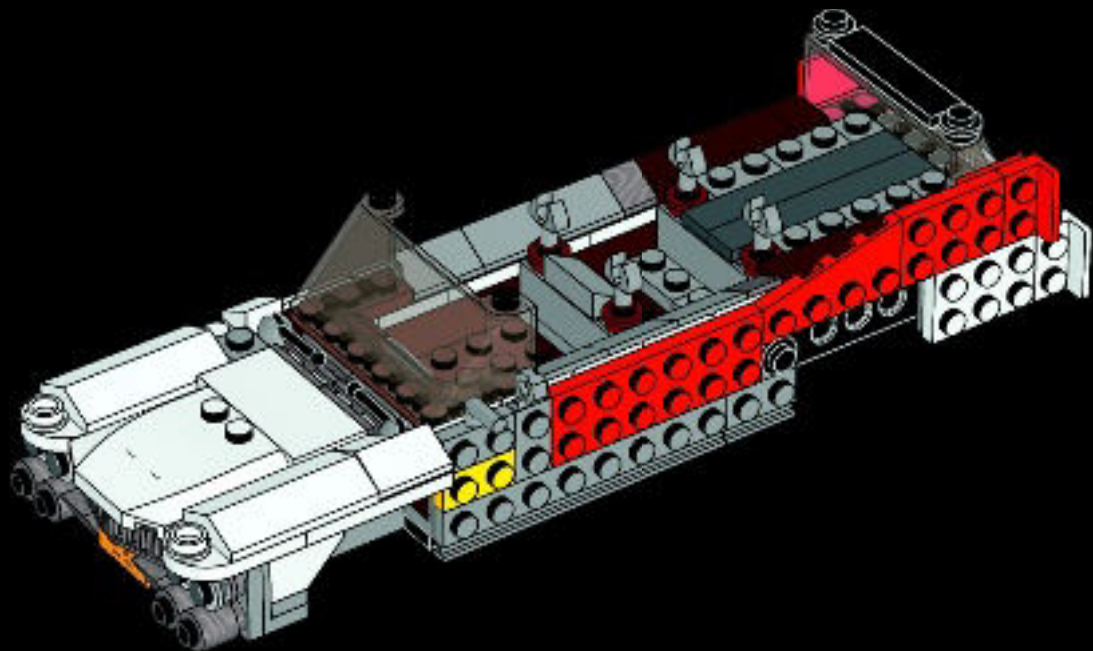
VENKMAN

"This city is headed for a disaster of biblical proportions."



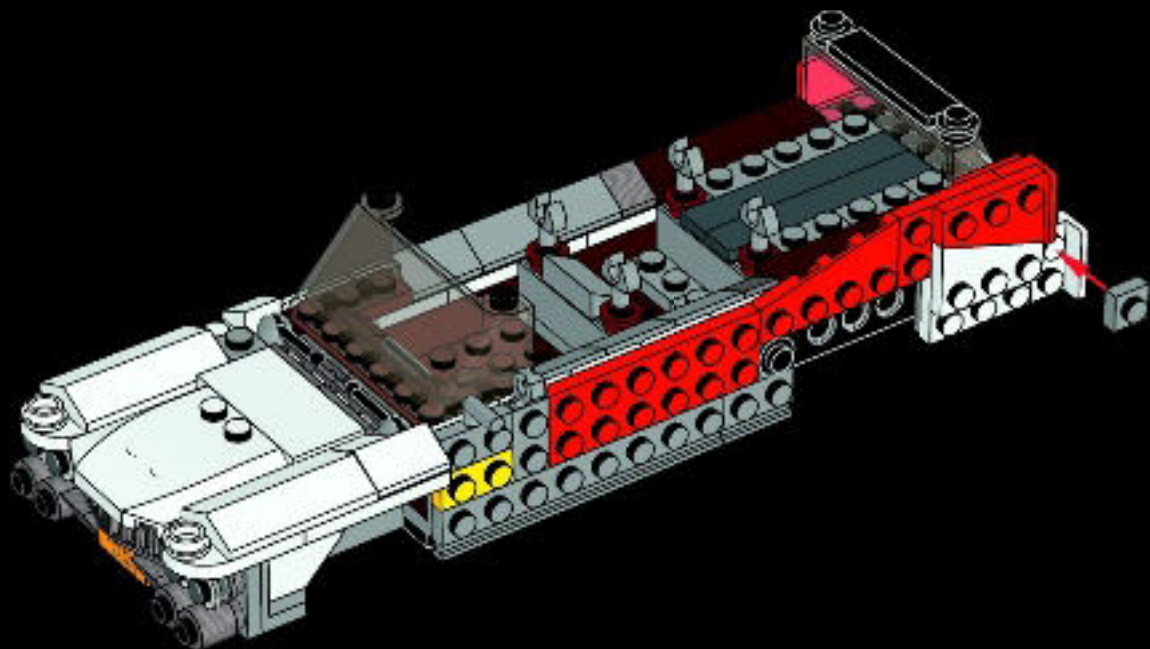


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37



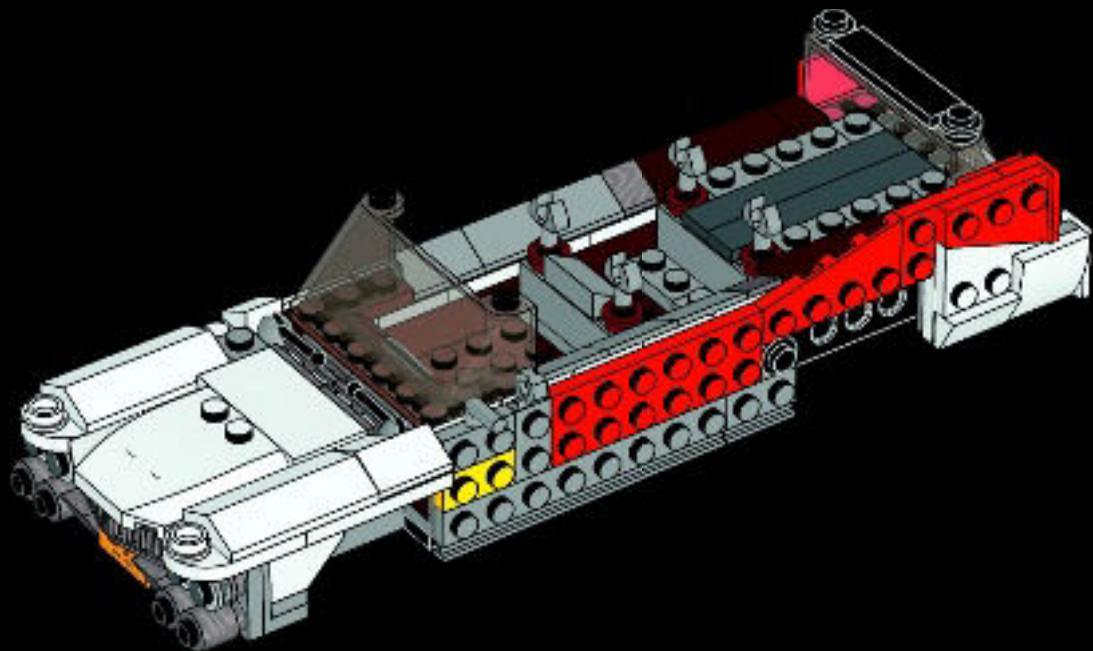


1x



1x

38



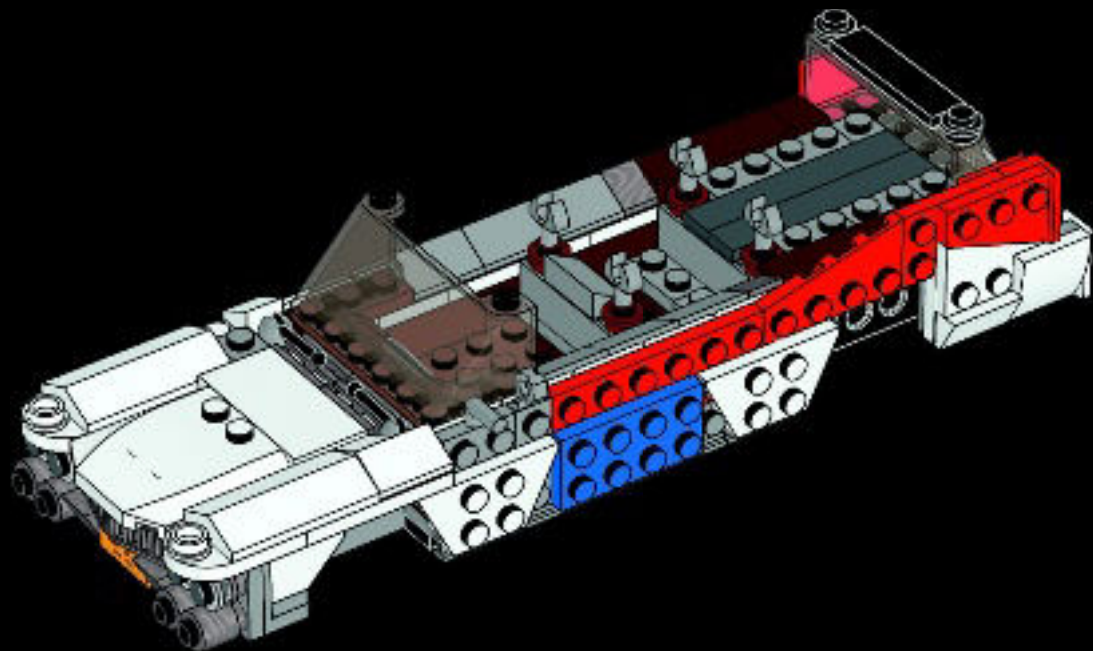


1x



2x

39



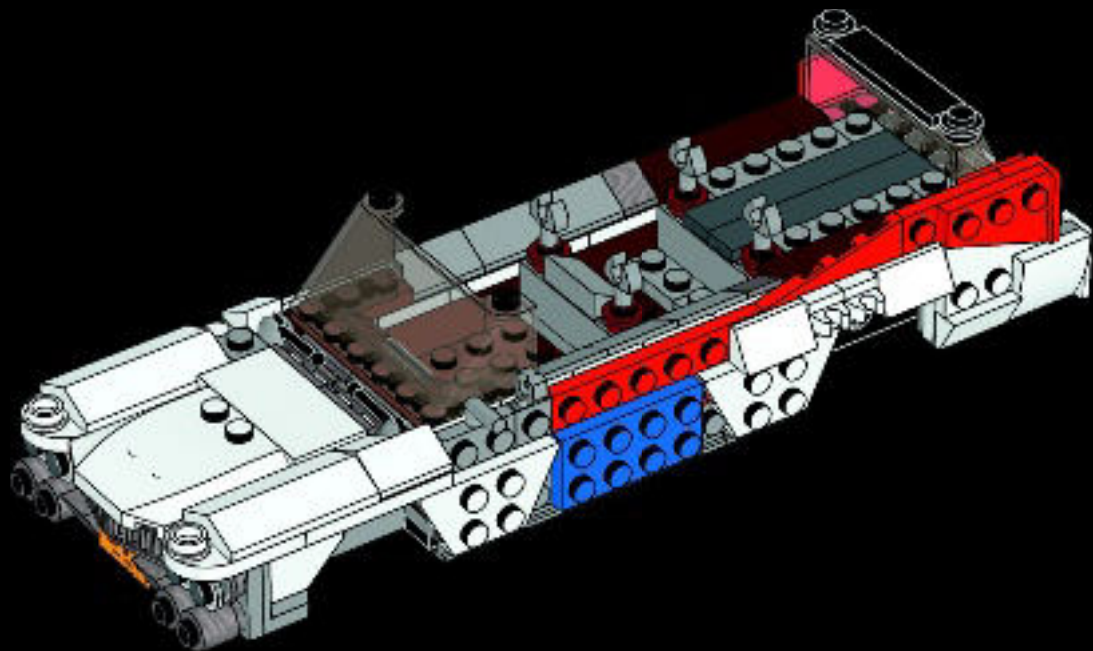


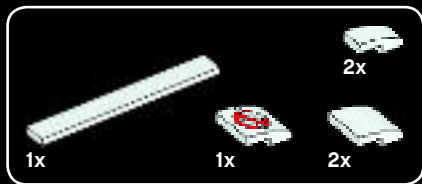
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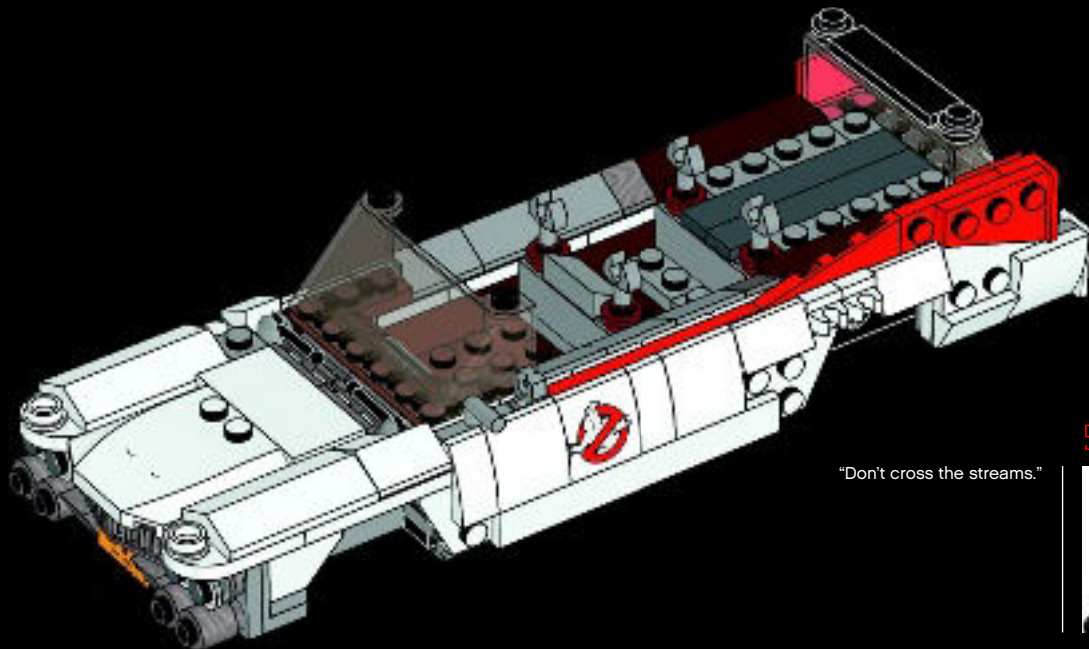
2x

40





41



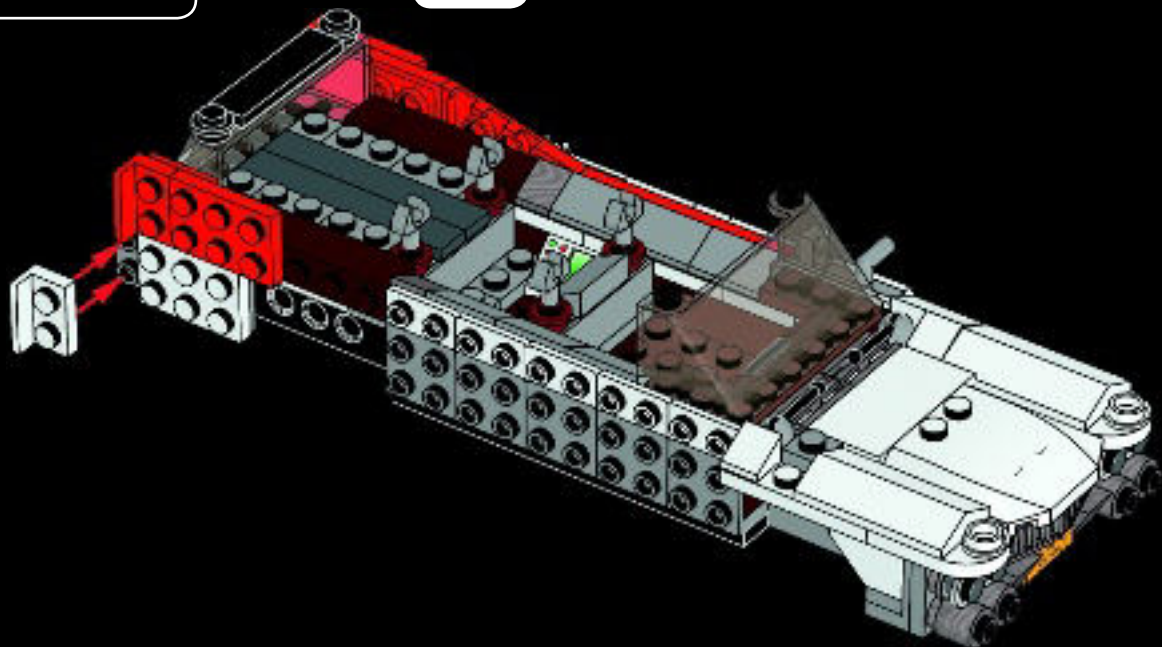
"Don't cross the streams."

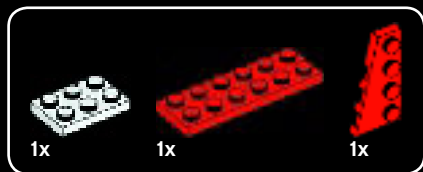
SPENGLER



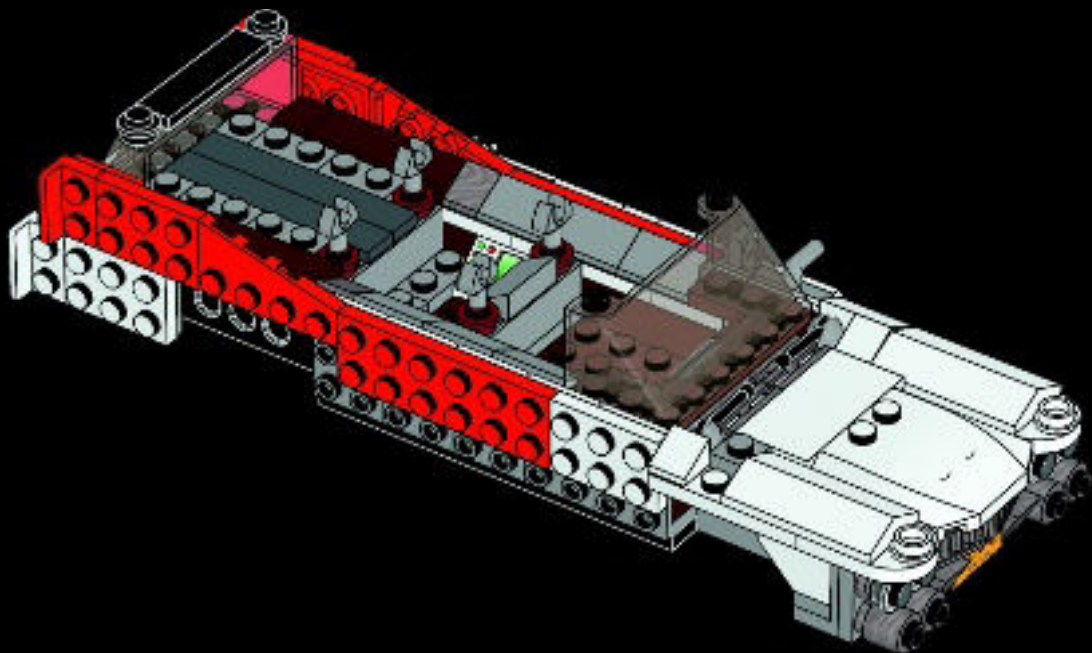


42



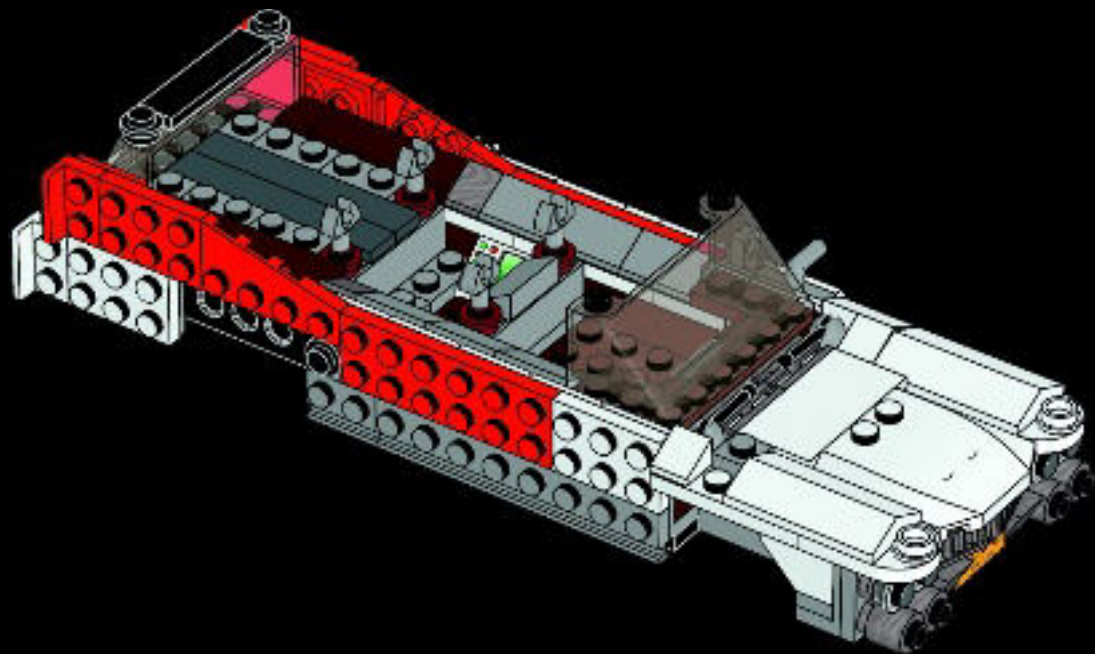


43



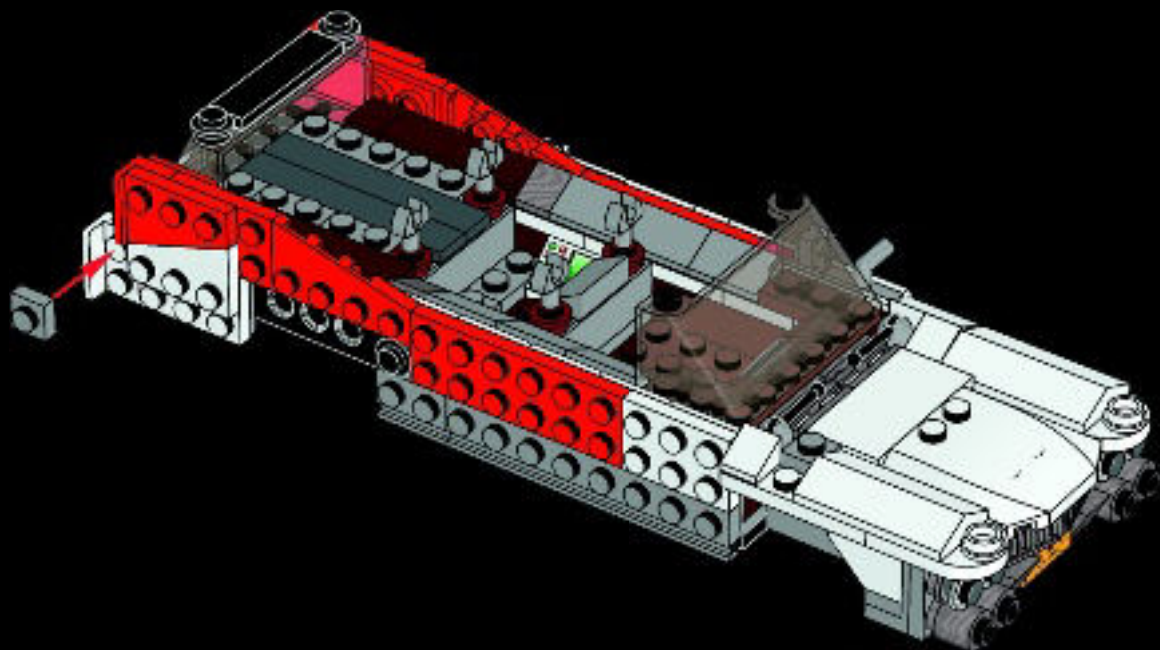


44





45



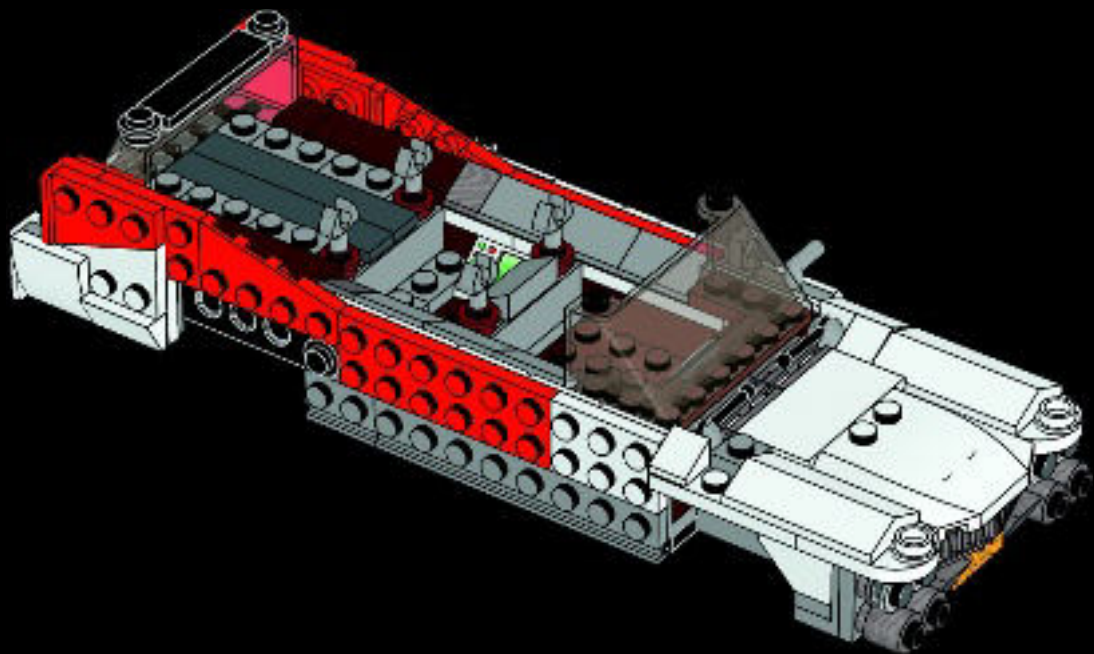


1x



1x

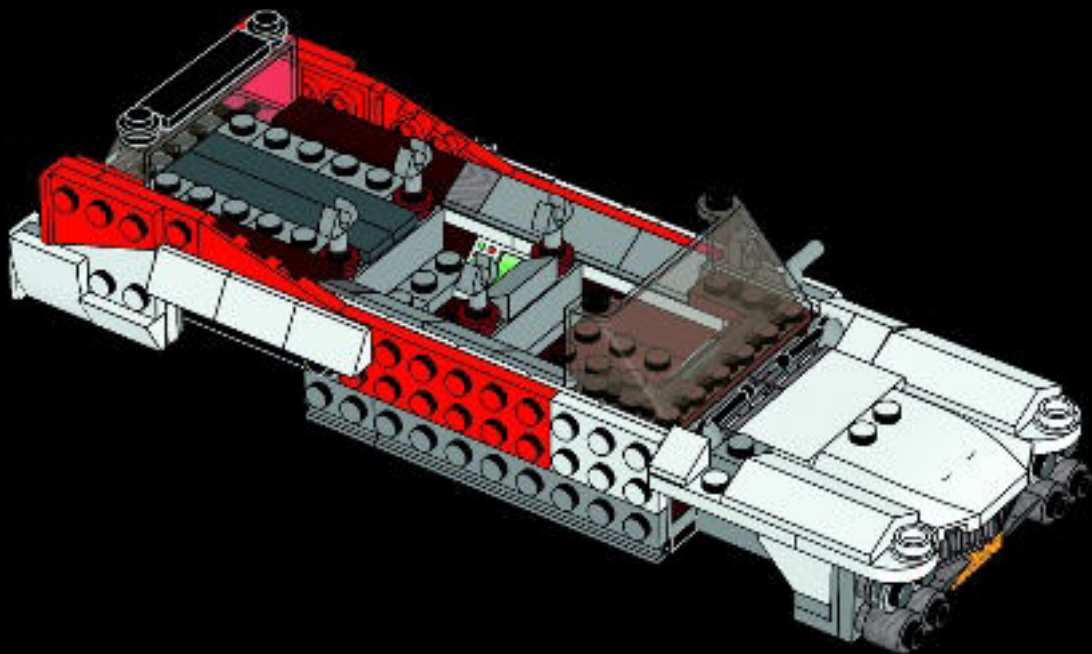
46





3x

47



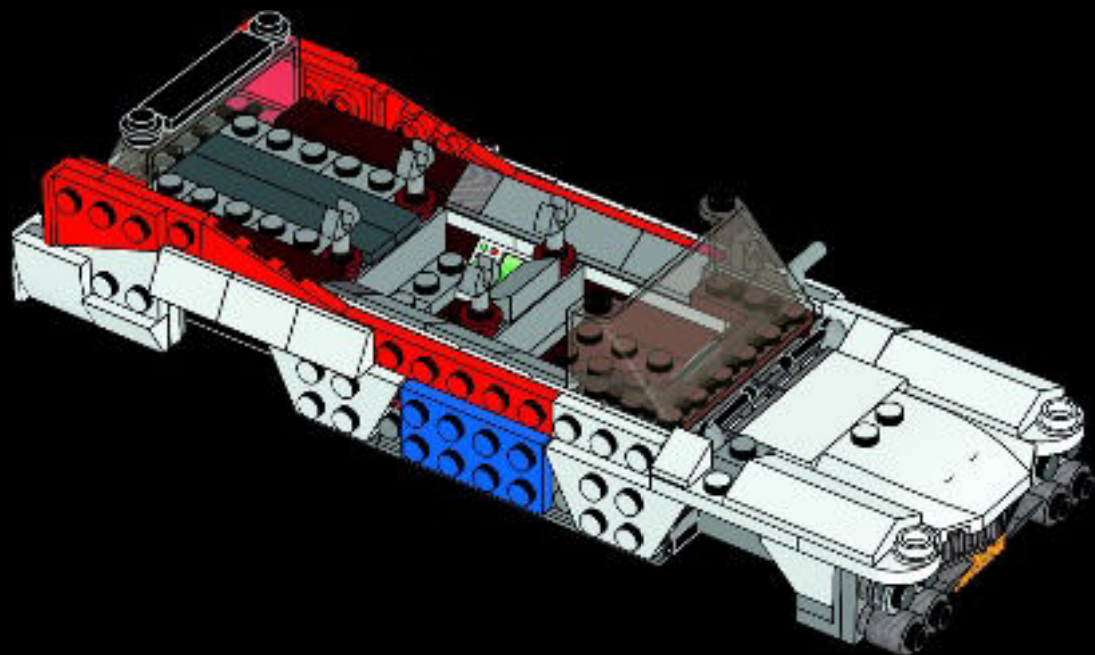


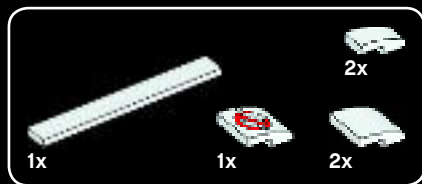
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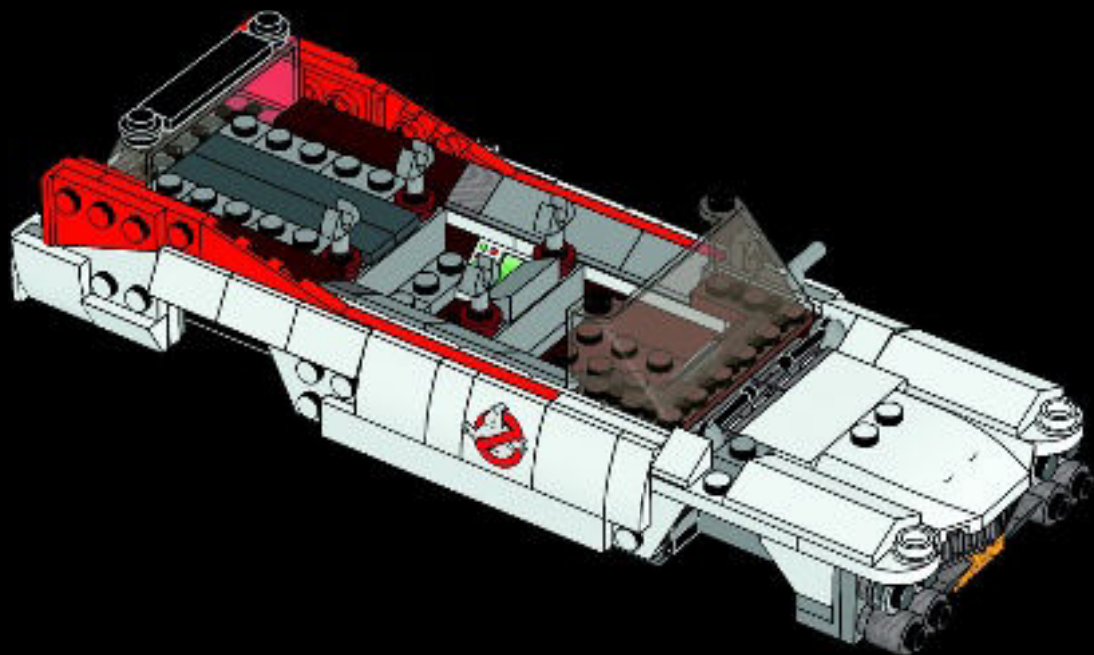
2x

48





49



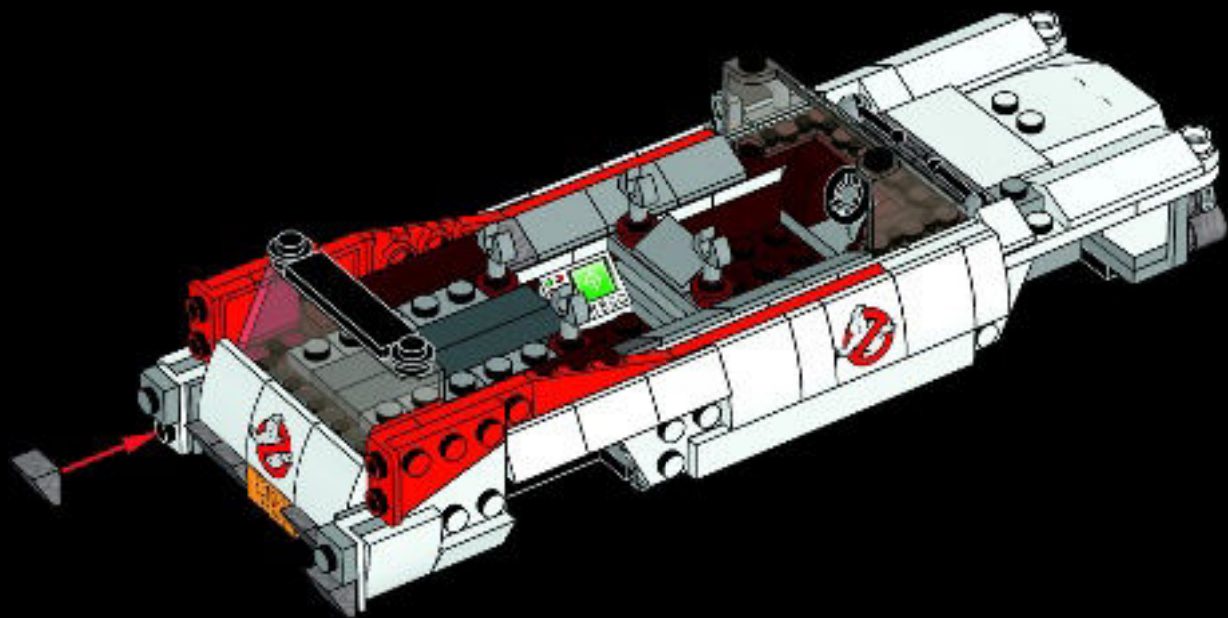


2x



2x

50



70



2x

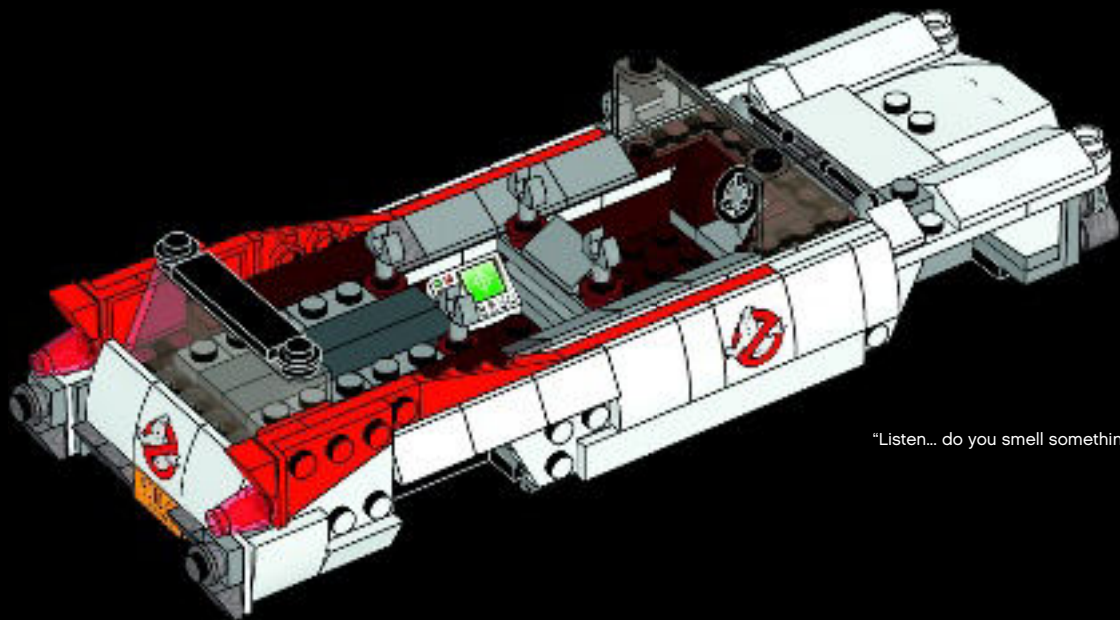


2x



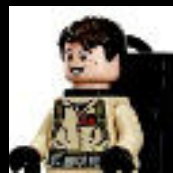
2x

51



"Listen... do you smell something?"

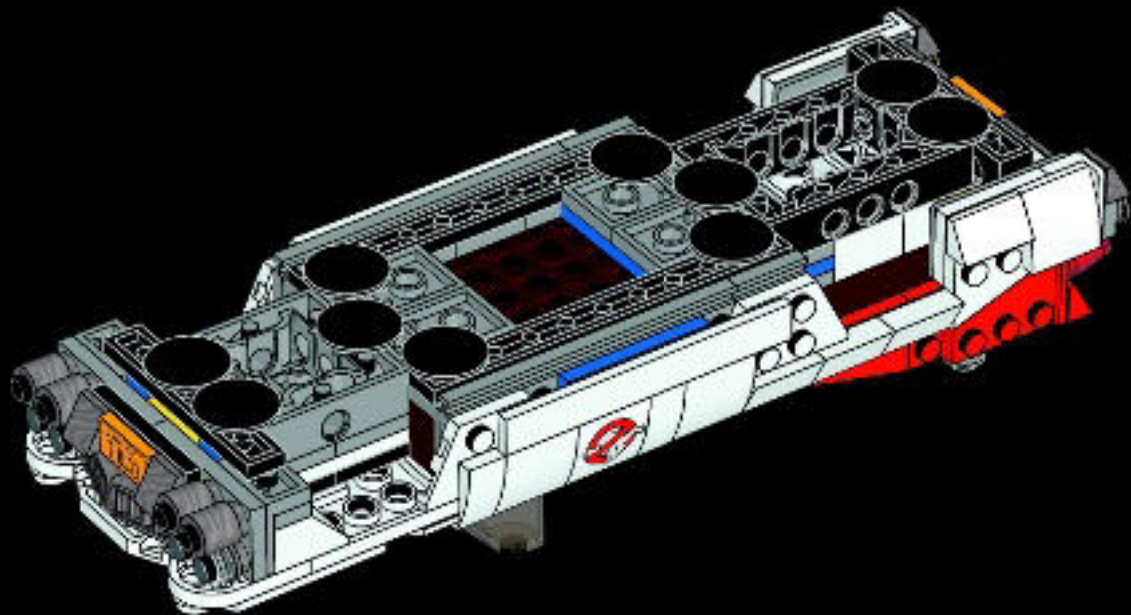
STANTZ





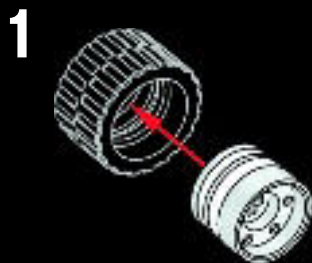
10x

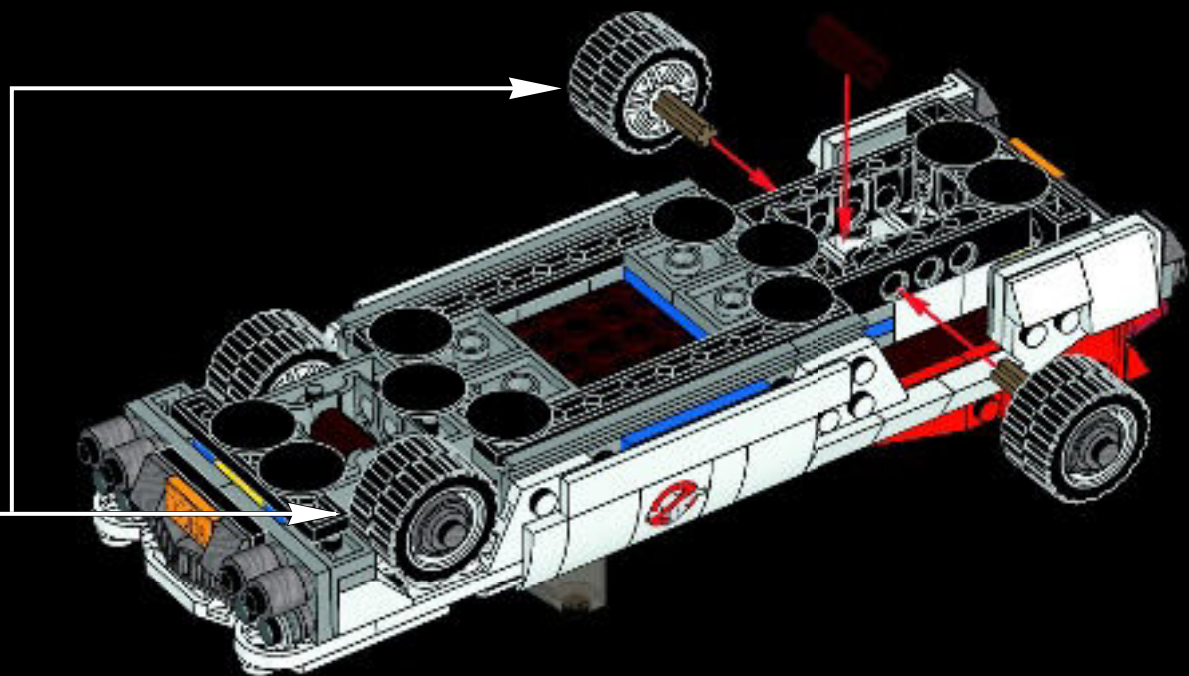
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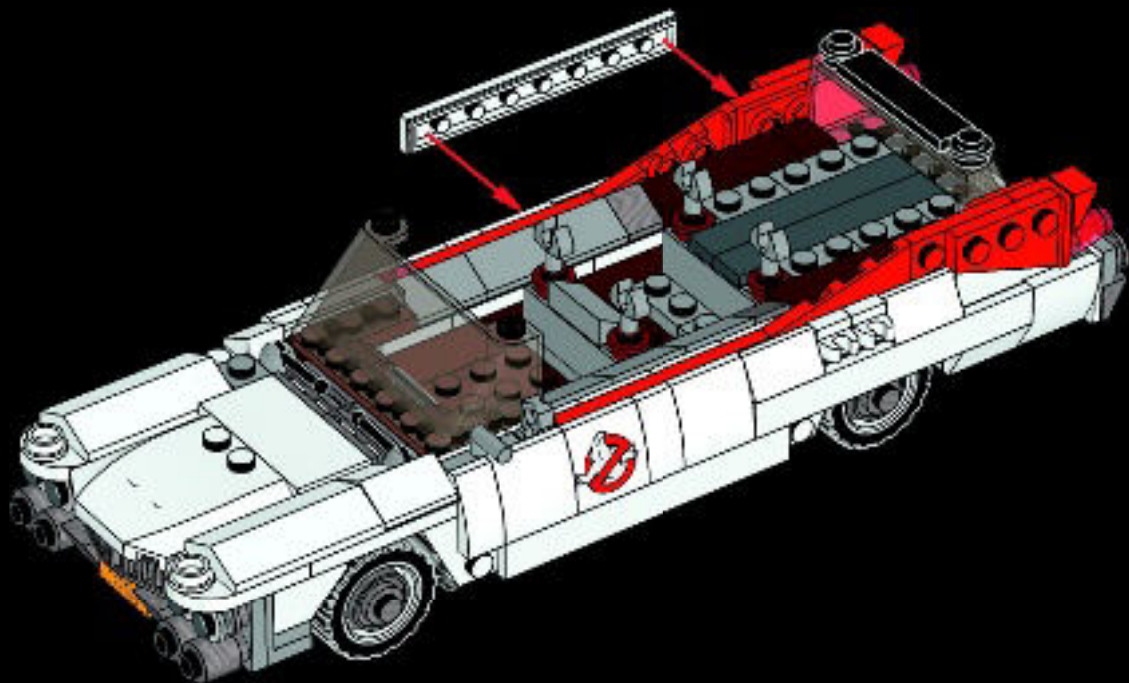
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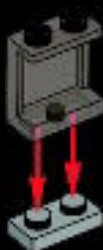
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55

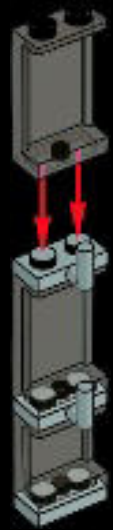
1



2



3



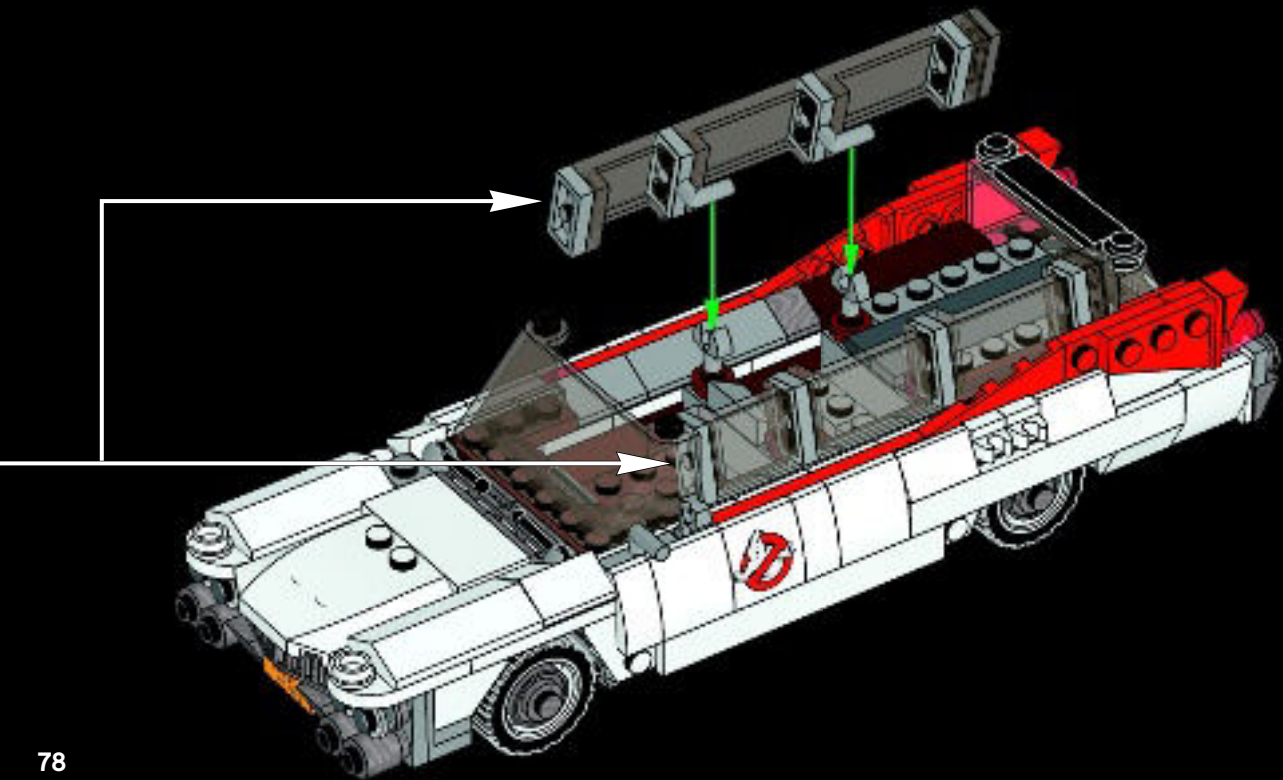
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5

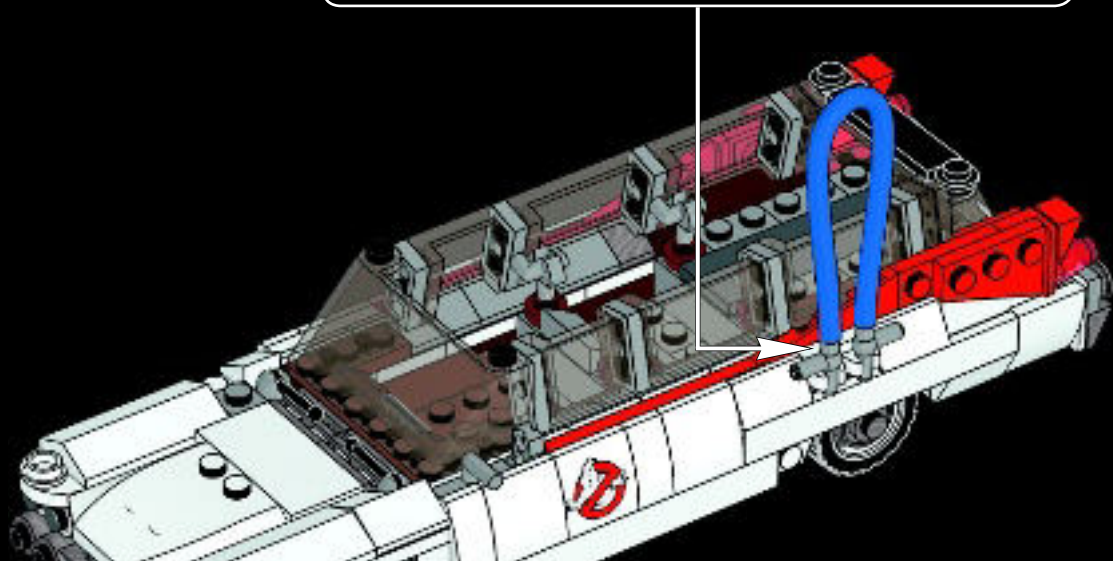
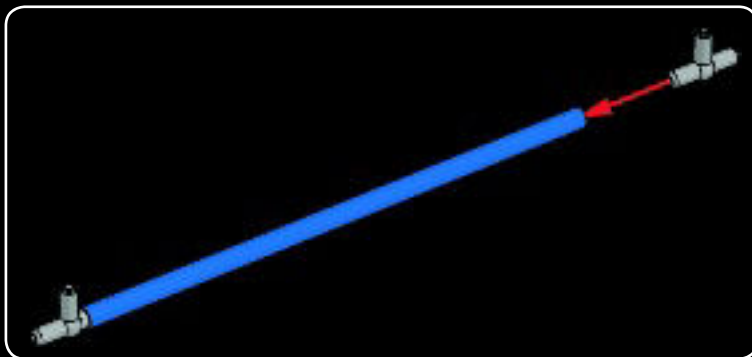


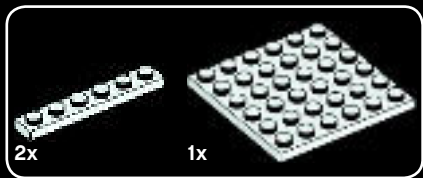
2x



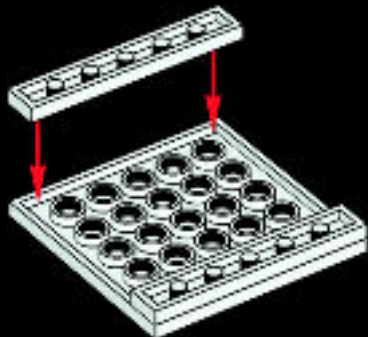


56





1



2

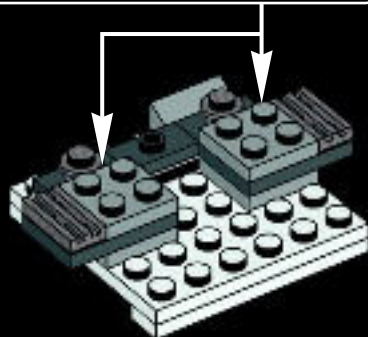
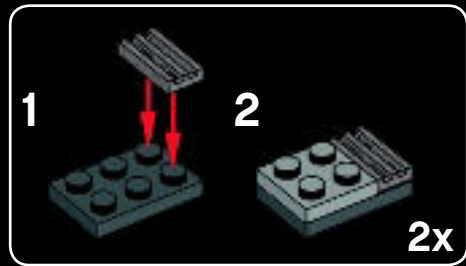




3



4





2x

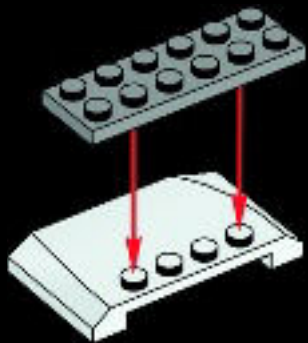


1x



1x

1



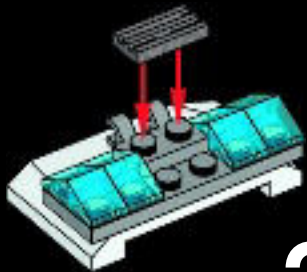
8x

2



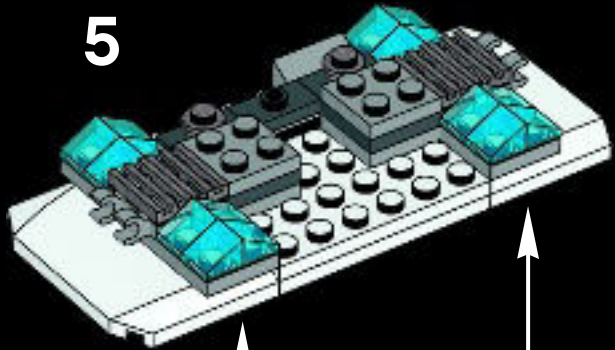


3



2x

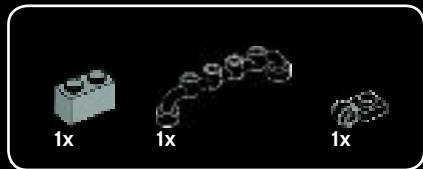
5



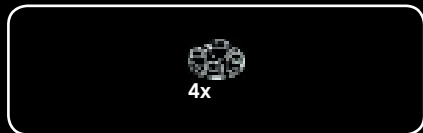
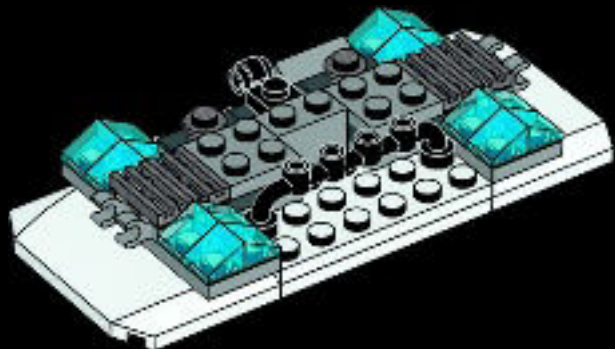
"I'm terrified beyond the capacity for rational thought."

SPENGLER

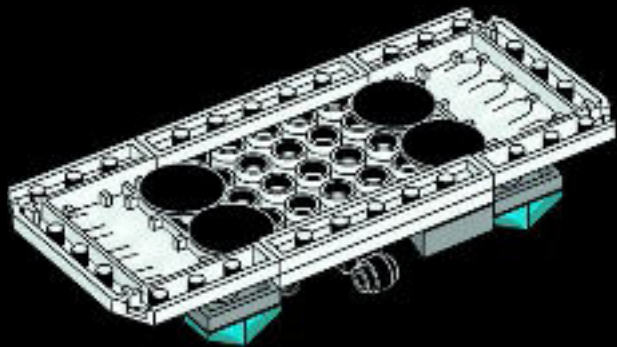




6

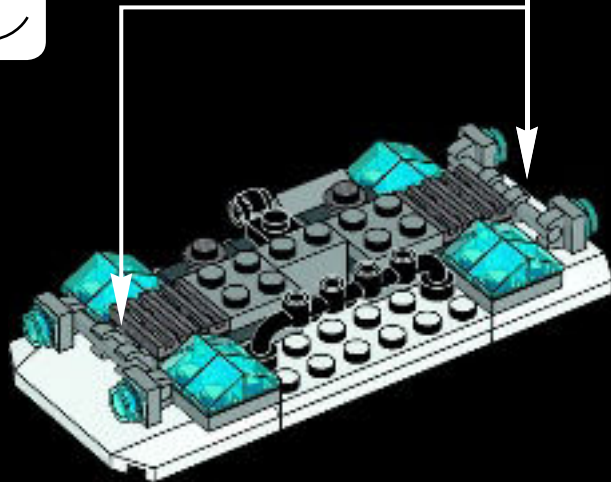
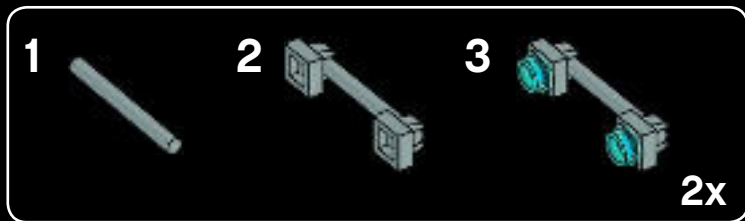


7





8





2x



2x



2x



2x

9

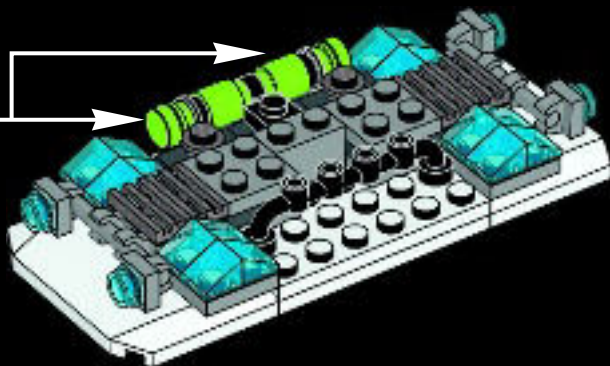
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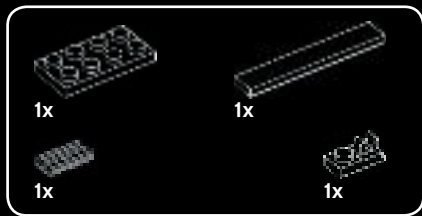


2

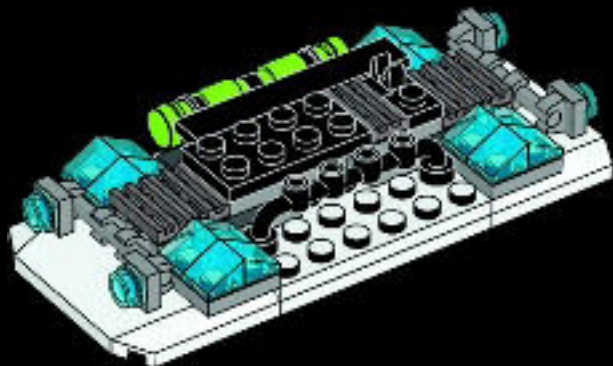


2x

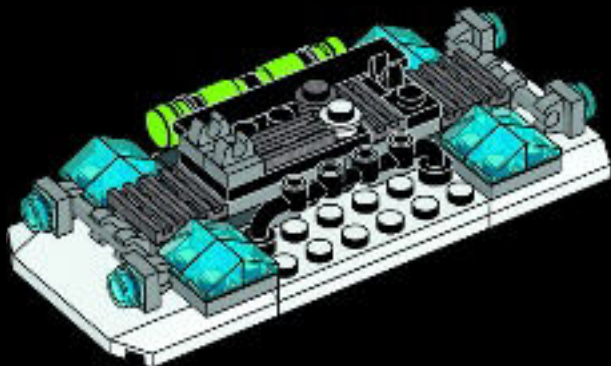


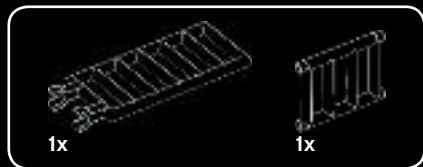


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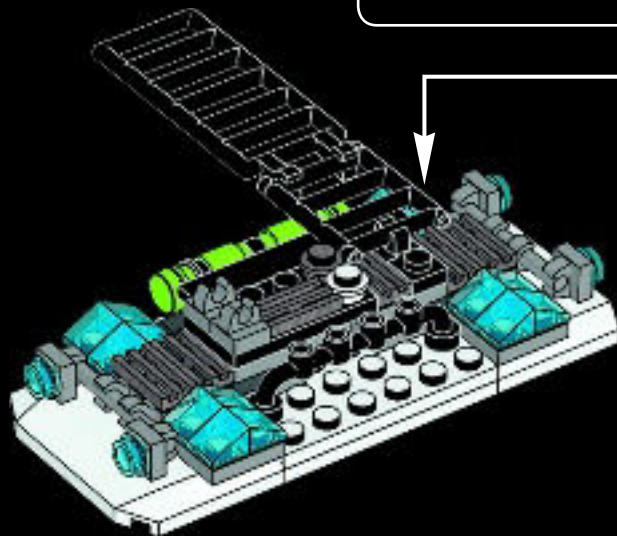
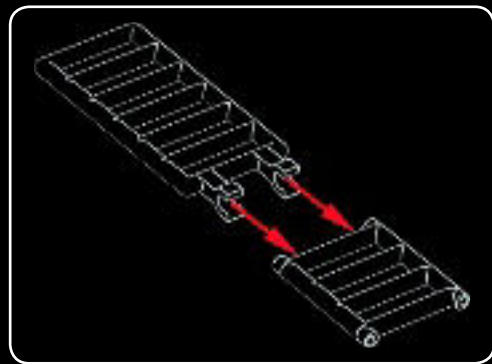


11





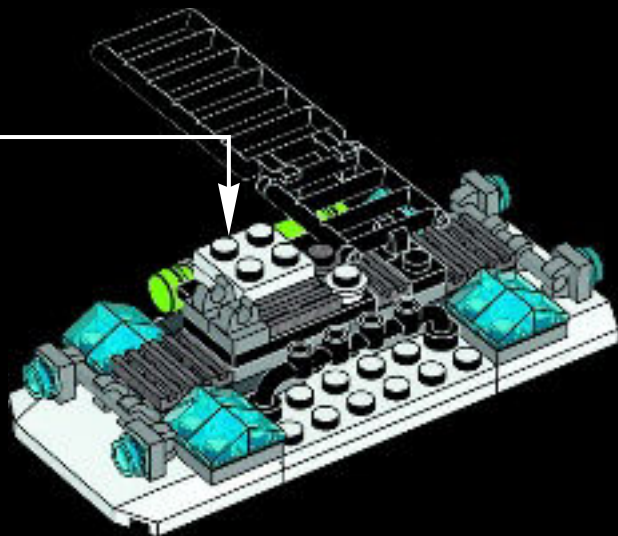
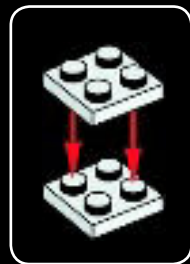
12





2x

13





4x



4x



2x



2x

14

1



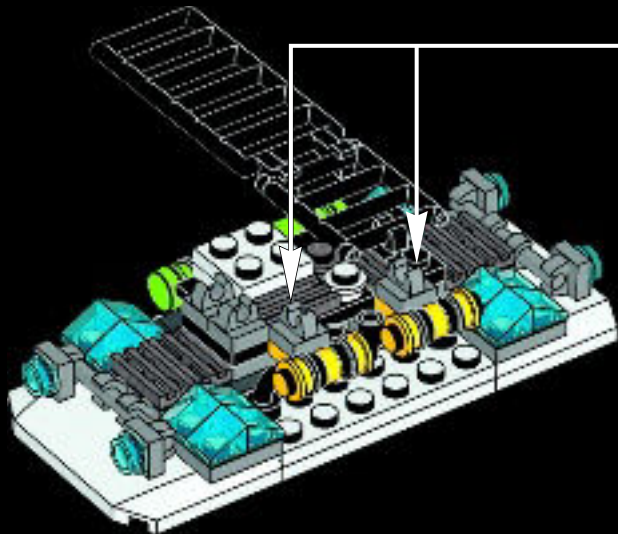
2

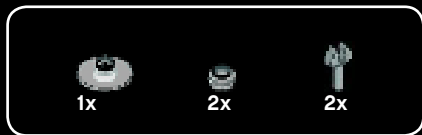


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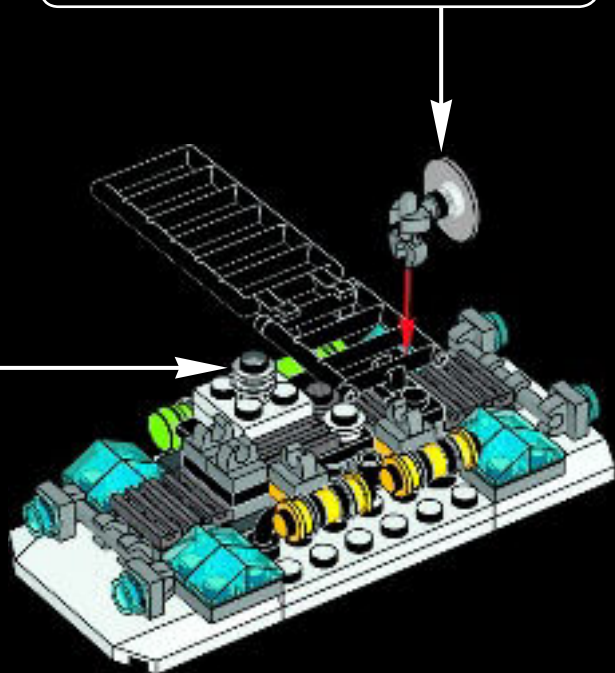
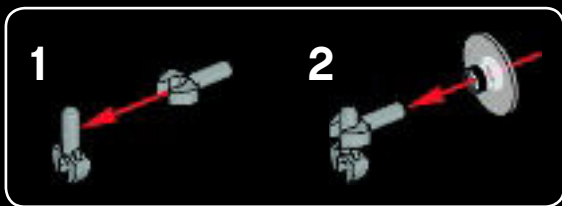


2x



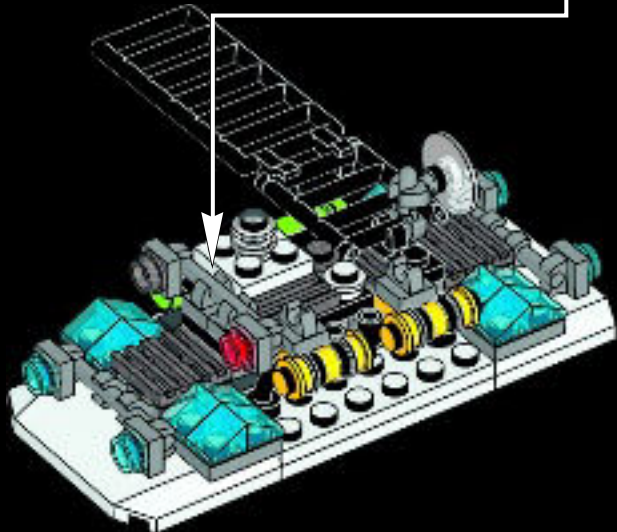
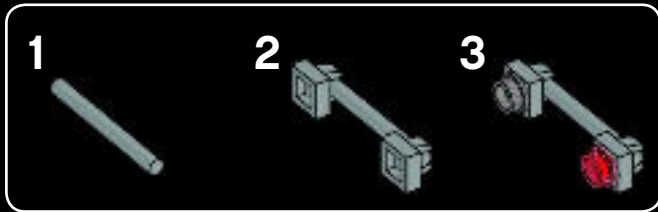


15





16



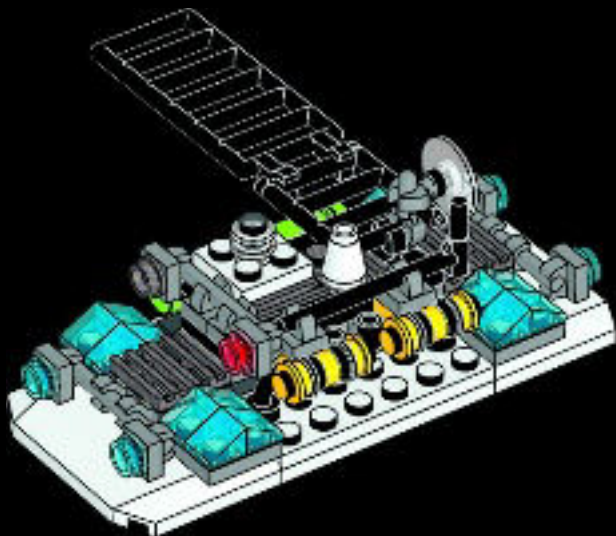


1x



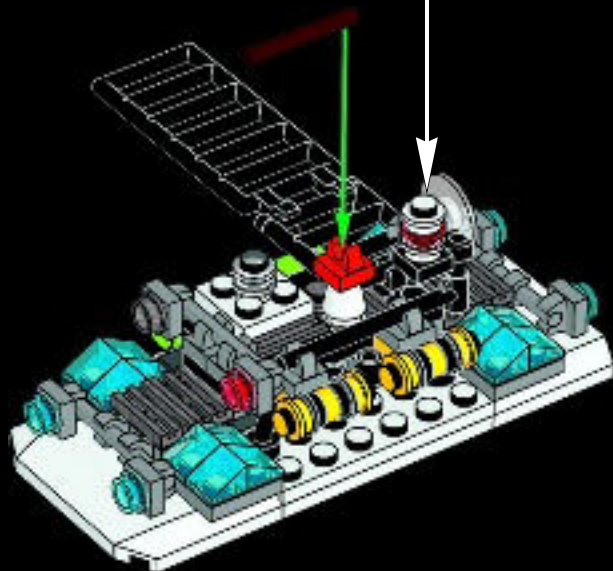
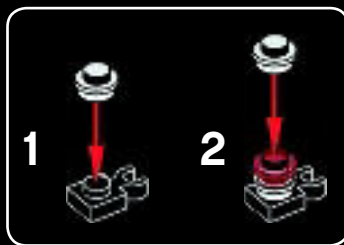
1x

17

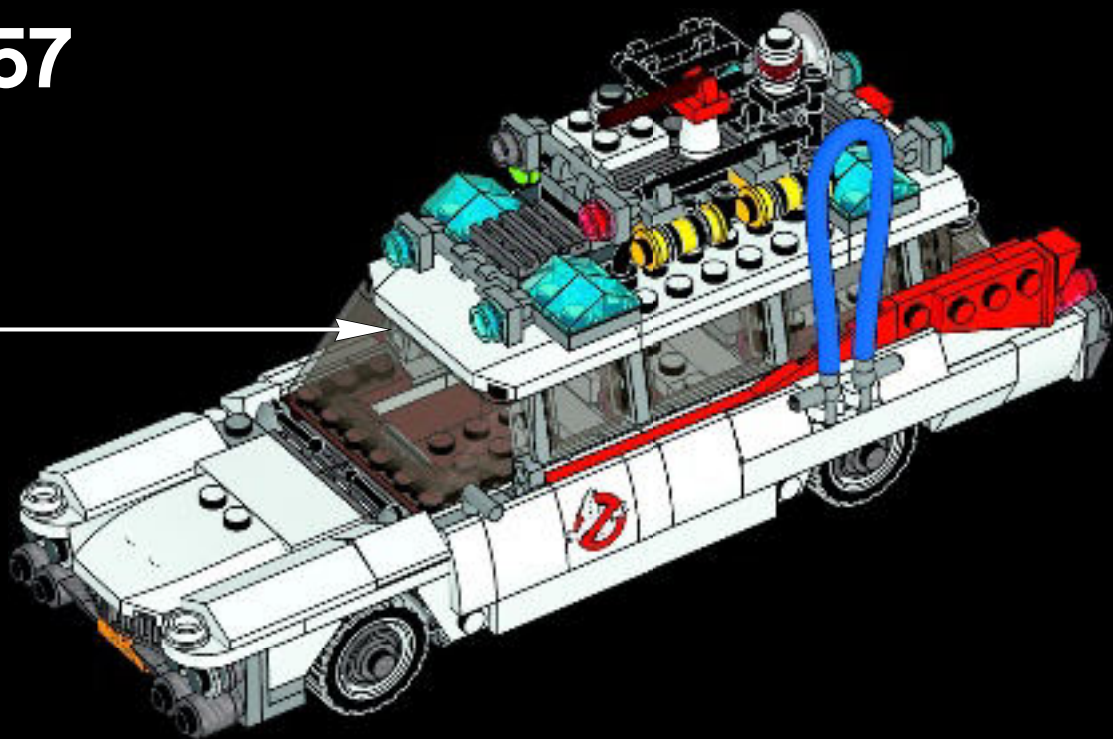


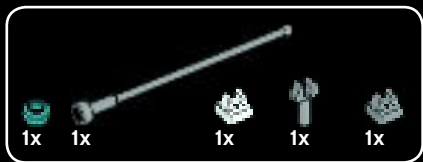


18

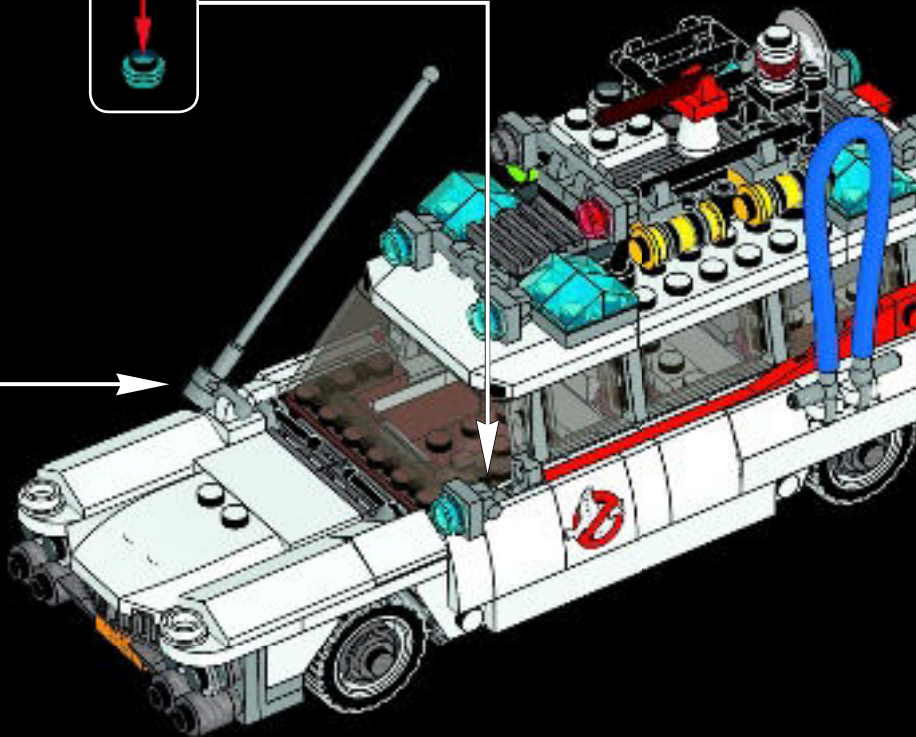
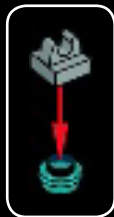
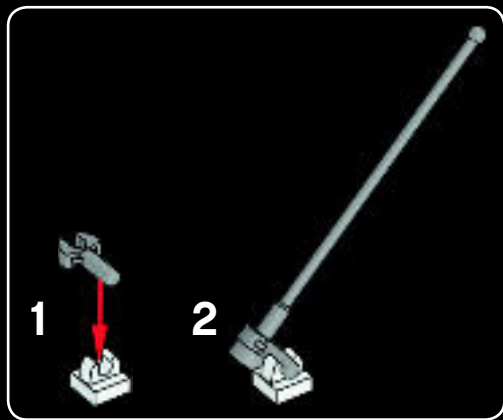


57

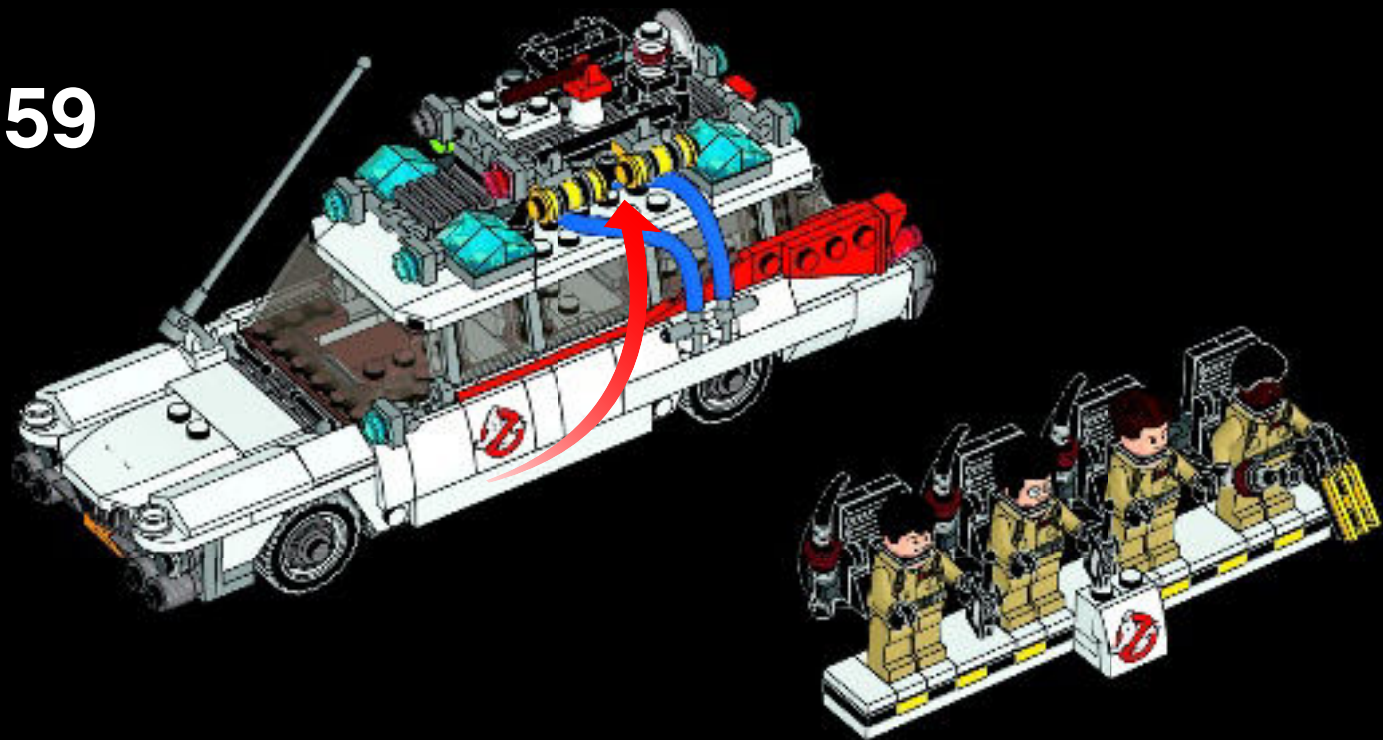




58



59



A WORD FROM THE MODEL DESIGNERS

With the thirtieth anniversary of the blockbuster film approaching, Brent Waller, a 3D Environment Artist working in the video game industry, decided to celebrate the event by designing and building his rendition of the film's four ghost-busting characters and their iconic vehicle. Posted on the LEGO® Ideas website (then known as LEGO Cuusoo) in March 2013, it quickly gathered the 10,000 votes needed to qualify for the review process, and was declared a winning model at the start of 2014.

"The *Ectomobile* or *Ecto-1* is one of the most famous movie cars in the world, instantly recognizable even to those not familiar with the films. Decked out in all manner of ghost-catching equipment and an overabundance of sirens, I was sure it would catch the attention of any person, ghost, or demi-god in the vicinity!"



Brent Waller
3D Artist

Once the model was chosen as the latest LEGO Ideas product, Marcos Bessa, a senior LEGO model designer, was given the task of transforming Brent's design into a true LEGO construction set. It was Marcos' first involvement with a LEGO Ideas project and with a background in the LEGO Fan Community himself, he enjoyed the challenge.

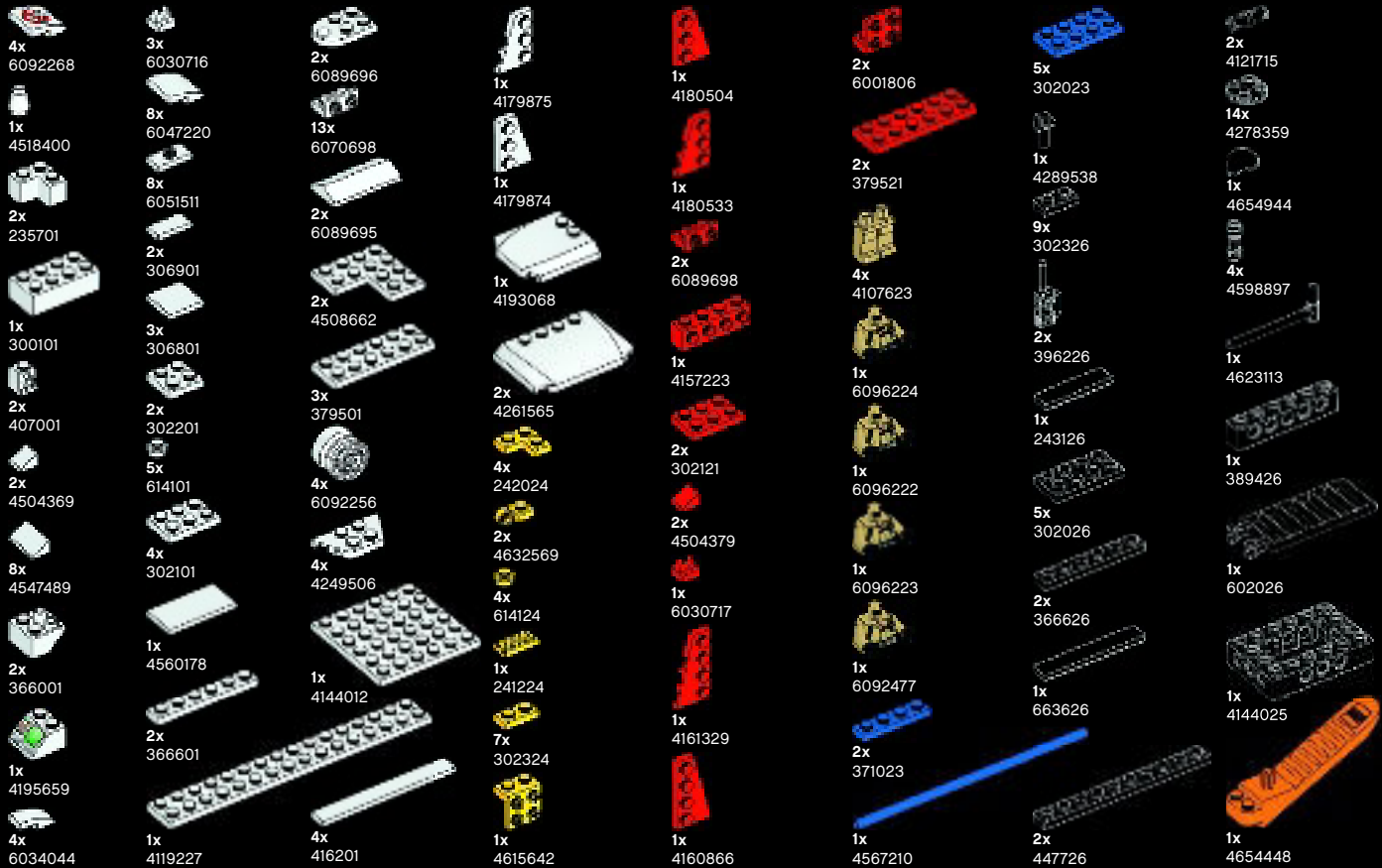
"Brent did a very good job with his model, but I had to ensure it had the proper stability and offered a good LEGO building experience. I kept the scale and used many of the same elements visible on the outside, which granted a similar overall look between Brent's model and the final product."



Marcos Bessa Adam Corbally

"It was great being a part of such an iconic LEGO product release. The first movie came out five years before I was even born, but I still watched it many times growing up and always loved it!"

For LEGO graphic designer, Adam Corbally, the biggest challenge was making each LEGO minifigure as individual as possible, while keeping it close to the reference from the films. "This was a rather challenging task due to such a small scale, but I think the final result works well."



4x
6092268

1x
4518400

2x
235701

1x
300101

2x
407001

2x
4504369

8x
4547489

2x
366001

1x
4195659

4x
6034044

3x
6030716

8x
6047220

8x
6051511

2x
306901

3x
306801

2x
302201

5x
614101

4x
302101

1x
4560178

2x
366601

1x
4119227

2x
6089696

13x
6070698

2x
6089695

2x
4508662

3x
379501

4x
6092256

4x
4249506

1x
4144012

4x
416201

1x
4179875

1x
4179874

1x
4193068

2x
4261565

4x
242024

2x
4632569

4x
614124

1x
241224

7x
302324

1x
4615642

1x
4180504

1x
4180533

2x
6089698

1x
4157223

2x
302121

2x
4504379

1x
6030717

1x
4161329

1x
4160866

2x
6001806

2x
379521

4x
4107623

1x
6096224

1x
6096222

1x
6096223

1x
6092477

2x
371023

1x
4567210

5x
302023

1x
4289538

9x
302326

2x
396226

1x
243126

5x
302026

2x
366626

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663626

2x
447726

2x
4121715

14x
4278359

1x
4654944

4x
4598897


























































































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